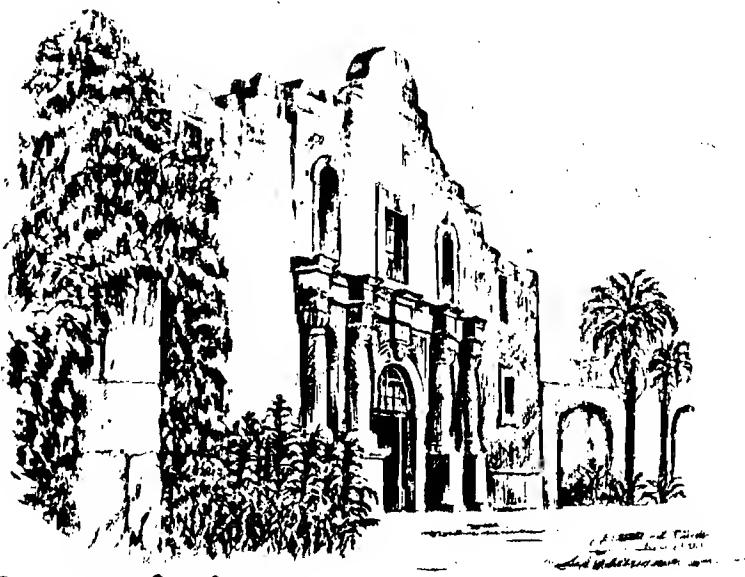


# DIPLOMACY WORLD



THE ALAMO - SAN ANTONIO

#52  
FALL  
1988

/2/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subs in North America are US\$15.00 per year (4 issues), including first class mail. Single copy price is US\$4.00, postpaid. Overseas subs are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US\$ and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to DIPLOMACY WORLD, Box 8416, San Diego, CA 92102, USA. Allow 6-10 weeks for delivery of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by telephone during the early afternoon or on weekends. No telephone calls before 1000, local time. Our number is 619-295-6248.

DIPLOMACY is a registered trademark for the game invented by Allan B. Calhamer and marketed by The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214.

All contents of DIPLOMACY WORLD are copyright 1988 by IDS. Rights to bylined material revert to the author upon publication; however, DW retains the right to publish all such materials in subsequent collections or anthologies. Writers guidelines for DW are available for a large, self-addressed stamped envelope.

Subscriptions received by the 10th of the month of issue (January, May, August, and November) begin with the current issue, if still available. Others begin with the following issue. Selected back issues are available.

DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

\*\*\*\*\*

#### STAFF

Founder.....Walt Buchanan.

Editor Emeritus.....Rod Walker.

Publisher & Editor.....Larry Peery, Address above.

Strategy & Tactics Editor.....Mark Berch, 11713 Stonington Pl., Silver Spring, MD 20902.

Variants Editor.....David McCrum, Rt. 1, Box 109, New Castle, VA 24127.

Ratings Editor.....Stephen Wilcox, 5033 Libbey, Houston, TX 77092.

PBEM Editor.....Les Casey, 33 Nestrow Dr., Nepean, Ontario, K2G 4N2, CANADA.

Interviews Editor.....Melinda Ann Holley, Box 2793, Huntington, WV 25727.

Hobby Events Coordinator: David Hood, 604 Tinkerbell Rd., Chapel Hill, NC 27514.

Cartoon: J.R. Baker, 512 Snipes, St. Charles, MO 63303.

Comptroller: Mike Maston, Box 8416, San Diego, CA 92102.

PLEASE CHECK THE ADDRESS LABEL ON THE ENVELOPE CAREFULLY. IF THERE IS A 52 ON IT YOUR DW SUB EXPIRES WITH THIS ISSUE. IT IS TIME TO RENEW NOW. MANY SUBS DO EXPIRE THIS ISSUE SO PLEASE DON'T WAIT OR YOU MAY FORGET.

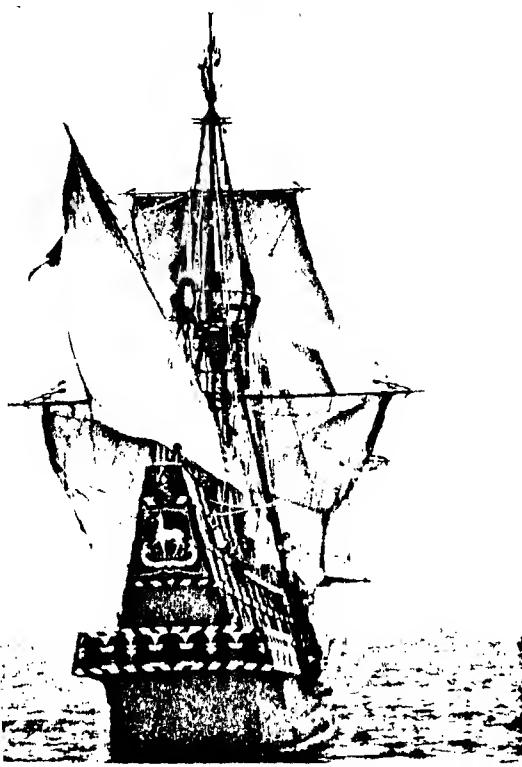
\*\*\*\*\*

The Cover—"The Cradle of Texas Independence" The Alamo, San Antonio, Texas, is a treasured historical shrine. The remaining part of the Spanish Mission of San Antonio de Valero was founded in 1718. The Mission location moved to its present site in 1724. Used as a fortress during the Texas War of Independence from Mexico. It gained enduring fame during the 13-day Seige of The Alamo which ended March 6, 1836, when a small band of less than 200 gallant defenders died to the last man. Drawing by L. A. Ayres.

\*\*\*\*\*

- ...Front Cover
- ...Colophon & Staff
- 3..Introduction
- 4..Editorials
- 5..Cons: The Summer of '88 (L. Peery)
- 6..Australian Diplomacy Championship (L. Clutterbuck)
- 0..DIXIECON II (D. Hood)
- 2..Subconscious Diplomacy (J. McCausland)
- 4..Dramatis Personae of CADS (D. Hood)
- 5..ATLANTICON'S DIPLOMACY Tournament (D. Hood)
- 7..The World of Diplomacy Turned Upside Down (L. Peery)
- 1..The International Diplomacy Convention At Birmingham (A. Calhamer)
- ..WDCI Team Diplomacy Results
- ..WDCI Individual Diplomacy Tournament
- ..WDCI: The Individual Tournament (Matt McVeigh)
- ..Serbs & Suspects (T. Kane)
- ..Diplomatic Encounters (R. Dorsey & S. Spriggs)
- ..A Creative GMing Tool (M. Berch)
- ..Edinburgh Vs. Yorkshire (M. Berch)
- ..You Be the GM: Part II (M. Berch)
- ..Electronic Mail Diplomacy (L. Casey)
- ..The Hobby (B. Hartwig)
- ..Germany (Melinda Ann Holley)
- ..The 1988 Runestone Poll (L. Peery)
- ..Delta List: IMDW (M. Maston)

\*\*\*\*\*



Where did the Summer of '88 go? Or, perhaps more appropriately, where did you go this summer? A lot of us were out and about attending one of the many Diplomacy cons and tournaments held all over the world. We'll be looking at some of the best of them: Last summer's AUSTRALIAN DIPLOMACY CHAMPIONSHIP, DIXIECON II, ATLANTICON, DIPCON XXI, AND WORLD DIPCON I. In our travels we'll learn more about those infamous CADS who continue to add to their list of con triumphs. We'll journey on England's motorways and roundabouts with Allan Calhamer, and ponder how an English constable became the Avis of the British Diplomacy hobby.

Two variants this time; one fairly simple and one rather psychic in character. Enjoy. A trio of items from Mark Berch and an essay on Germany from Melinda Holley. Bob Hartwig talks about his return to the hobby after a long spell. Bruce Linsey serves up the results of the 1988 Runestone Poll. And we finally finish the three-part updated INDEX AND MENU DIPLOMACY WORLD. There was a lot of material left-over but because we had to print up our new catalogue of publications, a new DW flyer, and some other administrative items, we cut back a bit on the size of this issue.

Hard as it is to believe I've now finished three years as DW's publisher and editor. Where has the time gone? Fortunately, when I look at my bookcase I can see where a lot of it went—into DW. I'm proud of the job the DW staff, and our contributing writers have done. And if nothing else the results of this year's RP tell us the hobby appreciates your efforts as well. Looking back, I can say that while we haven't accomplished everything I would have liked, we have done far more than anyone would have expected.

Let me remind a lot of you that your DW subs expire with this issue. A timely renewal would be appreciated since that saves me having to remind you to renew later—and guess how many copies of the next issue to print. And as you look through our Christmas Catalogue remember that it is the sale of DW publications that finances much of our work on the hobby's behalf.

Enjoy DIPLOMACY WORLD!

(Left) First Brits Arrive for DIPCON XXII.

I suppose after three years in this hobby hot seat I should have some profound observations for you. Unfortunately, I don't. When I took over DW I said that I hoped my job would be finished in three years. That seems about as long as any DW publisher or editor has managed to survive before "burn out" struck. Well, the three years have come and gone and, surprisingly, I don't feel bothered by burn out at all. Perhaps it is because of all the positive support I've gotten from the hobby. Or maybe it's the constant challenge I get from trying to steer this leaky, old boat through the shark-infested water of Dippydom. Or maybe it's because I'm just a natural born paper-shuffler. Whatever I've never yet lacked for something to look forward to with this job. When that day comes I'll retire.

Speaking of retiring; I have completed arrangements to allow for the transfer of DW to another publisher-editor in the event something should happen to me. I think this is a prudent move, given the times in which we live. So, hopefully DW's future transfer will be a bit more orderly than they have been in the past. My feeling is that all we've done for DW in the last three years will go for naught if we cannot arrange for the successful transfer of the magazine to another publisher.

But what of the future? Our immediate future for the next year or so is going to focus on the subject of conventions and tournaments in the hobby and particularly on DIPCON. As you know by now DIPCON XXII will be held in San Diego next July 28-30. The DIPCON Administration Committee of Ron Cameron, Ken Peel, and myself is determined to bring you the best DIPCON we can. But we're going to need your help to do it. We're going to be spending a lot of time in the coming year looking at cons and tournaments. How they are run. How they are scored. What their problems are. What their good points are. What things about them need to be changed. And what things need to be left alone. It's a big subject. Naturally we want your input, particularly if you have or plan to host a con in the next year. We'll be spending space in DW on this subject and, with luck, a new Anthology volume will offer a reprinting of all our past con and tournament articles. David Hood is working on a handbook for con hosts to use. We'll be doing a lot of theoretical discussions and, using DIPCON as a guinea pig, making a lot of hard choices and testing their results next summer. We hope you'll join us in the zine at the event to see what comes of it all. Again, as you read through the enclosed Christmas Catalogue keep in mind that your contributions now will have a big impact on what kind of event summer. We need your help.

Lots of interesting anniversaries popping up right now. Twenty years ago this fall I was in Prague when the Russians invaded that country to wipe out the "Prague Spring." How ironic that now one of the chief centers of resistance to Gorbachev's reforms is Prague. Leonard Bernstein is celebrating his 70th birthday and if you've never had the chance to hear or see his famous Norton Lectures at Harvard find the tapes and dig in. It isn't easy listening but it will do you a world of good. Avalon Hill's The GENERAL is also celebrating an anniversary, it's 25th to be exact. Check out the flyer enclosed for a way for you to join the party. And, while you're at it, pick up a copy of KREMLIN and let me know what you think of it. And finally we can't overlook that it has been 25 years since the dream became a myth. The hobby was in its infancy 25 years ago and I doubt if JFK ever played Diplomacy, although it's interesting to speculate that he might have. But certainly his words, then as now, could have been addressed to hobby members. Keep them in mind as you read some of the stuff that is being published in the hobby at the moment. Ask yourself if anyone will be quoting those authors in 25 years.

"Let the word go forth from this time and place, to friend and foe alike, that the torch has been passed to a new generation of Americans."

"Let every nation know that we shall pay any price, bear any burden, meet any hardship, support any friend, oppose any foe to assure the survival and the success of liberty."

"And so, my fellow Americans: Ask not what your country can do for you—ask what you can do for your country."

ARRY PEERY

Every year's con season brings its moments of triumph and its moments of defeat. This year was no exception. The big difference this year was that it was the con hosts and tournament directors who seemed to take most of the hard knocks. A lot of cons this year were not what was promised or expected of them. A lot of the smaller cons didn't get the attendance they expected and even DIPCON failed to attract the numbers it should have. Many of the tournaments suffered from poor management and record-keeping, and other organizational and operational problems. All in all, we need to rethink the con and tournament concept, and make some improvements. And we need to make them fast. Or else, I had planned to devote most of this issue to this summer's con events and we come close. But a lot of the items we had planned to publish didn't show up so our summer portrait is spotty in places. We're missing a report on ORIGINS, although four hobby members from Southern California attended. I understand its Diplomacy Tournament was a joke. No other word describes it. Tom Moore ran off with the big prize at PEERICON this summer, but it didn't deliver his promised game report. Dan Sellers was supposed to write up a PCON report from the champ's perspective, but it didn't get here. Nobody sent in a report on PUDGECON; which is too bad because it was probably one of the best cons held this year. And, of course, no report from CAN-CON, although I heard they were also disappointed in their turn out. Well, so much for the negative.

The summer, and year, started off on a good note with the Australian National Diplomacy championship held 23-26 January, 1988, attracting a good crowd from all over the hobby world. Luke Clutterbuck reports on that event. Based on that event I would say the Australian hobby has every right to participate in the WORLD DIPCON rotation pattern. Hopefully, in the years to come there will be more zines exchanged, more players crossing the Pacific, and better ties between our hobbies.

The second DIXIECON came off over the Memorial Day weekend at its usual site, Chapel Hill, North Carolina. Once again the locals clobbered the visitors but a few visitors did well. Mark Stegeman came in first place, mostly because of his win as Russia. David Hood has the details.

Gen. John McCausland offers an interesting explanation of why and how the CADs are doing so well on the convention circuit. My impression is that their success is due to one reason, they work at it. And just so you'll know what we're talking about when we speak of the CADs and their record we've included a listing of some of them and their remarkable series of triumphs.

David Hood offers a view of ATLANTICON, always one of the most entertaining cons and, as he continues his travels around the hobby.

Mark Berch told me, even before I left, that the hobby wasn't interested in reading his and pages of Peeribleah about my travels this summer. Bless his heart. So I've confined myself to a few remarks about the cons I attended this summer. Since I was the only person to attend both DIPCON and WORLD DIPCON they may be of some interest. The complete, uncensored version of what happened on my trip you'll have to see the entry in the Catalogue under SOUVENIRS OF PEERIJAVA. I guarantee that's much more interesting.

Most of the publishers who attended DIPCON in San Antonio have written something about their adventures, although we're still waiting for the official report from P.J. Ian. Alan Stewart had a particularly amusing, if that's the word, report in PRAXIS. WORLD DIPCON I, in Birmingham, England, attracted a lot of publishers and their reports have appeared all over the hobby press. Fred Davis had his say. And Simon Ness had his. We offer Allan Calhamer's report on his trip and con experiences. Phil Day was the winner, by a few points, of the WORLD DIPCON individual tournament. He is a Ph.D. candidate in chemistry at an English university. Right behind him in

number two slot was Matt McVeigh, a constable from Birmingham. I had a chance to play a game with Matt and I can testify he's a super player. What more can you ask? I know. I know. A win of your own, of course. Well, maybe next time.

## AUSTRALIAN DIPLOMACY CHAMPIONSHIP (23RD to 26TH JANUARY 1988)

Luke Clutterbuck, Tournament Gamemaster

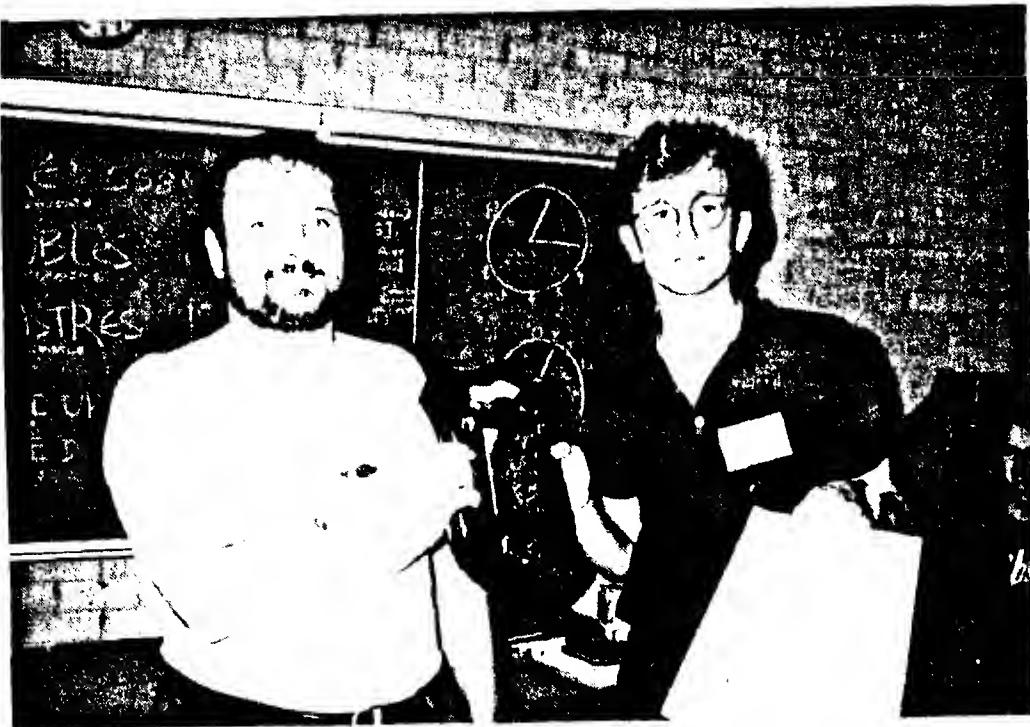
On the final day of the Championships, Australia Day 1988, I am driving through Canberra to the venue at Bruce TAFE trying to compose a pretentious speech involving a tenuous link between the coming day's final and the bicentennial. I'm looking for a hook, a way in, a symbol when suddenly I see one. There. In the Nation's capital. Almost 200 years to the minute since the first white settlers arrived. A dead kangaroo in the middle of the road. I wind up the window, apply more weight to the accelerator and spend the rest of the journey convincing myself that I have a sore throat.

Great turnout — 38. Even better when you consider its 17 up on last year and that most of the other competitions at CANCON '88 were smaller this year because of the special four day competition and the bicentennial. We play five boards a day with social games in the afternoon for those eliminated early on. I keep the time deadlines and rule applications reasonably strict and in the end I think this makes for a tight, enjoyable championship.



Has Peter Dydusia (seated) been stabbed or is he remembering the girl he left behind in Shanghai?  
 Standing from left: Jim Venn, Craig Sedgwick, Steve Gould (biding) Stephen Simmonds, Phil Grinstein.

Saturday 23rd January: Winning performances by Andrew O'Brian's Austria, Harry Kolatas' France, Andrew England's England (sic) and Neil Ashworthy's Germany. Newcomer Nick Hargan (Turkey) and Ian Castle (Germany) tie for first place in their game which is no mean feat considering the STAB Rating System is calculated to three decimal places! Strong performances also by Peter Dydusia, Craig Sedgwick, Ian Kaspura, John Cain, Clive Lane and Marion Ashworth. A good solid day's play followed by a night of considerable debauchery!



Luke Clutterbuck (left) presents Andrew England with the Australian Diplomacy Champions' Shield.

### Results:

#### STRALIAN DIPLOMACY CHAMPIONSHIP

- 8.284 Andrew England
- 7.845 Neil Smark
- 7.199 Neil Ashworth
- 7.034 Harry Kolatas
- 6.798 Peter Dyduziak
- 6.738 Ian Kaspura
- 6.520 Ian Castle
  
- 6.482 Marion Ashworth
- 6.395 Andrew O'Brian
- 6.337 Robert Wessels
- 6.173 John Cain
- 6.168 Ben Groenen
- 5.907 Michael Floyd
- 5.628 Steve Gould

MASTER'S AWARD FOR SPORTSMANSHIP: Neil Smark

JUNIOR (UNDER 21): Andrew O'Brian

SE: John Cain, Matt Gibson, Paul Ward, Jim Venn,

PERFORMANCE IN A SINGLE GAME: Andrew England's Austria in the 'Deakin' game on Sunday recorded a near perfect score of 9.778.

Editor's Note: This report appears courtesy of Don Del Grande, Custodian of the International Diplomacy Tournament Ratings. For more info on that contact him at Eliseo Dr., Greenbrae, CA 94904-1339./

Affairs of State Competition: A free issue of AFFAIRS OF STATE was awarded to the first entry out of the box bearing the correct answer to the following question: "Which former Australian Prime Minister represented Australia at the Versailles Peace Talks?" Despite the answer, Sir Joseph Cook, being up on the wall in plain sight, the first two entries showed Billy Hughes. Eventually Stephen Simmons took the day and this excellent little tome home.

Sunday 24th January: The day started like a nightmare when player shortages force me to play three boards at once - two England's and a Germany. To add to my difficulties France asks for alliance in one game, Germany in another and no one at all in the third! Thankfully reinforcements arrive after a few turns to relieve me of the responsibility but not before I manage to place a German army in Tuscany and two French armies in two different Wales (remember, I'm playing England!). The winners on Sunday are Peter Dydusiaik's England, Robert Wessel's England, Ben Groenen's France, Ian Kaspura's Turkey and Andrew England's Austria with strong play from Harry Kolatas, Ian Castle, Alan Howard, Neil Ashworth, Neil Smark, Mike Floyd, Stephen Simmonds and Matt Gibson. Andrew England climbs the hitherto unscaled mountain to 18 centers in a tournament game. A devastating performance almost repeated by Ian Kaspura who is disappointingly thwarted by an agonizing mis-order on the second to last move. Players drift off in groups to seek out Camberra's high and low life and find they are it.



The Finalists. Seated from left: Neil Smark, Andrew England, Peter Dydusiaik, Ian Castle, Harry Kolatas, Neil Ashworth and Ian Kaspura. Spot the Envoy editor on the right.

Monday 25th January: Suffering from the night before the players drip in the door. Andrew England looks green. Neil and Marion Ashworth look guilty. Harry Kolatas looks for an open window. At this point we discover the great Dydusiaik's Achillies' heel. The night before Peter went hunting with the pack in a disco. Hardened gamesmen every one, they bet each other 10,000 Shanghai Trader dollars (it's a game a bit like Monopoly on Angel Dust) that they can pick up the gorgeous girl in the corner. Real gentlemen, none better. One hundred thousand dollars later and the revolving silver ball is still looking lonely. Then it's Peter's turn. He whispers in her ear, she gets up, they boogie, she buys the drinks, she invites him back to her table, they rap about Jazz (Peter doesn't know a thing about Jazz, but boy can he play Diplomacy) and then she asks him if... This is where Peter writes the social misorder and goes back with the boys. He claims he was worried about finding the Bruce TAFE on his own the next day. We say "so what." Peter pictures the girl in his imagination; the legs, the lips, the cleavage and then casts his eye sorrowfully on the Diplomacy board and suddenly realises his mistake. He did not win his game that day but Robert Brown's

Germany, Steve Gould's Russia, Bill Brown's France and Ian Kaspura's Russia all take line honors while Craig Sedgwick's Germany and Neil Smark's Austria tie for first place in their games. The game "Curtin" distinguishes itself by a flurry of "Big Casino." Not only are three or four sets of orders submitted for Paul Ward's Italy on the same turn but Ian Castle (France) is actually kidnapped by the Eastern alliance. When this plot fails owing to the fact that not even the hardest hearted Diplomacy player can bear to have one of their kind locked up with Car Wars people, the French orders mysteriously disappear inside a Turkish kaftan. Ian retaliates by glueing his orders to the Gamemaster's file who, in turn, swaps the folders. A joke, of course, in the best possible taste! The final begins at 1600 but you'll have to wait to hear about that because it's time to change paragraphs.

Final & Bourse: Monday 25th - Tuesday 26th January: And change printers! At 500 on Monday I average all the players' STAB Ratings and rank them accordingly. Interestingly, Robert Brown, a Monday social player and Germany in the infamous "Curtin" game, manages to beat some of the full timers despite having his single score divided by three! The final commences at 1600 so that we have enough time to play a reasonable game (the prize giving has been moved forward to 1400 on Tuesday). The battlers are, in decreasing order of STAB scores: Andrew England (Germany), Ian Kaspura (France), Ian Castle (Turkey), Peter Dydusiak (Russia), Neil Ashworth (Italy), Neil Smark (England) and Harry Kolatas (Austria). Repeating her Tin Soldier Tournament performance in June 1987, Marion Ashworth comes in eighth. After witnessing the pre-spring 1901 diplomacy, my initial disappointment she experiences is quickly transmogrified to relief as seven worried men begin to age before her eyes! Everyone manages a fair start but by Spring 1902 Germany is hard pressed on three sides. Autumn 1902 sees Andrew writing the best orders of his career to not only turn the tide but put France way off balance.

By now it's 1800 and everyone goes home for a "rest." Germany and England "relax" over Kentucky Fried and a thousand beers while Russia, Austria and Italy "go to bed" in the Kolatas bedroom. I end up on the balcony with Steve Gould and Marion Ashworth discussing the universe. Everyone inside is discussing how to take it over. In the background I hear the faint whispers of a zephyr, the tiny rustlings of woodland creatures and the ardent scribblings of Bourse players looking for a hot tip.

Next morning the seven Methusilas take out the sharp knives. England and Italy reduce France to a single unit while Austria takes Turkey down to two and launches offensive against Russia. Peter counters by securing German support and an Italian thrust into Trieste but has Neil been too clever by half? While Italy dithers England breaks ahead to lay seige to St.Petersburg while Austria resumes his encirclement of Moscow but finds it tough going. Germany continues to support the Russian units in Turkey, down but certainly not out, remains a thorn in Vienna's side. As the Bourse currency prices skyrocket and plummet with anything but monotonous regularity, France ensures survival in Portugese exile by siding with England to block off the Atlantic and Italian aspirations. Turkey too holds his own as Russia goes down to one unit. England and Austria pick up the pieces but Germany hits the lead to finish the game ten. England and Austria share seven, Italy takes six while Turkey holds his two.

France and Russia bite their nails down to one. When the game is called (without or warning) at Autumn 1909, Austrian Croner lead the field at \$3.27, followed by France at \$2.15, Lire \$1.93, Marks \$1.69, Pounds \$1.40, Francs \$.37 and Piastres \$.24. Neil Smark takes the game on STAB ratings followed by Andrew England, Harry Kolatas, Neil Ashworth, Peter Dydusiak, Ian Castle and Ian Kaspura. Their scores are added to their previous three and averaged to obtain a final result.

\*\*\*\*\*

IS IT TIME TO RENEW YOUR DW SUB?

DON'T FORGET, DO IT TODAY.

## DIXIECON II: THE TRADITION CONTINUES

David Hood

Memorial Day weekend 1988 again saw an influx of Diplomacy players into Chapel Hill. The University of North Carolina, under the auspices of the Carolina Amateur Diplomats, hosted DIXIECON II, a two-day tournament for Diplomacy and variant gaming. Once again, I had the pleasure of hosting the event and running the tournament.

The fun began on the Friday night before the Con, when we had unofficial gaming for early arrivals at the home of CAD secretary Mike Lowrey. There was a lively Tite game, involving Wisconsin's James Wall and Marc Peters, CAD member Chris Kremer, and CAD-Charlotte member Dan Sellers. In the other room, a deadly stab-fest was going on in the form of a Diplomacy game. Participants included well-known PBM players Joe Crosby, and Mike Gonsalves, as well as the 1987 DIXIECON champ Morgan Gurley. The game ended in an Italian-German two-way, between Gonsalves and CAD member Mike Pinkerton.

Early the next morning, more Dipsters began to arrive, eventually filling the Diplomacy games by 1100. The first of these was concluded as a four-way draw, as a strong Austrian-Turkish alliance was thwarted by English-French cooperation. The members of the draw were Kremer, CAD members Bob O'Dear and Mark Stegeman, and CAD-Charlotte member Chris Kiker. Game B had a quite different end game, as Russia attempted to force a win at the expense of an English-French alliance. Unfortunately, for DW Variant Editor Dave McCrumb, his Russia was stopped at 13 centers by Gurley's France and Wall's England. He was forced to give in to an English-French two-way draw.

Game C started roughly two hours after A and B, and featured a three-way draw between Austria, England, and Russia. PBMer Stan Plummer was able to stymie the advance of Austria and Russia, played by Sellers and Virginia FTter Rob McCarter. The second game of Round Two, Game D, was played at the same time the Gunboat tournament was raging. It featured a strong French-German alliance facing a weak and divided east with strong alliance bonds. Wall and Peters collected their two-way, as Gonsalves' attempt to force Turkey to create a "united front" failed to win the support of his neighbors.

The Gunboat Tournament this year featured the SkinnyDip variant instead of the normal Diplomacy board. Two full games were played under the expert gamemastering of David McCrumb. The eventual winner was Raleigh, NC newcomer Andrew Chilton. All decided that the game would probably make a good one with negotiations, but as a gunboat variant it was rather tedious. My thanks to McCrumb for his excellently drawn SkinnyDip boards and for running the mini-tournament.

Sunday morning at 0930 marked the beginning of Round Three in the Diplomacy Tournament. Twenty-one players stood ready to do battle, as three boards filled up. Game E proved to be a decisive one for Best Country awards: England and France swept to a two-way and the Best Country Awards for their respective nations. Gonsalves and McCrumb were able to prevent an eastern push to stalemate them, much to the chagrin of Kiker's Austria and Pinkerton's Turkey.

Game F decided the fate of the First Place Prize, as Mark Stegeman pulled off the only solo win of the tournament as Russia. Seller's Italy chose to attack France and Germany rather than Russia in mid-game, precipitating a move by myself and Wall's Germany to give Stegeman the win. Sellers came in second with ten centers. Game F put Gurley in Second Place overall as his Turkey allied with Kremer's Russia to sweep to a two-way. They were helped in this endeavor by McCarter's Germany, over the frantic cries of Lowrey's France to "turn and face the RT!!"

My congratulations to all those who placed at this year's tournament. In addition to our exciting and competitive Diplomacy and SkinnyDip tournaments, there were also several games of Titan played, as well as Chess and Axis and Allies. In general, things went well this year—no police came to evict us at midnight, like they did last year.

DIXIECON III will be held once again next year on Memorial Day weekend 1989. Be there!

7/11

## DIXIECON II RESULTS (1988)

1. Mark Stegeman (NC), Win, 4-way, 103.6
2. Morgan Gurley (NC), 2-way, 2-way, 100.0
3. Chris Kremer (NC), 2-way, 4-way, 89.6
4. Dave McCrumb (VA), 2-way, 3rd, 87.5
5. Dan Sellers (NC), 3-way, 2nd, 83.1
6. James Wall (WI), 2-way, 2-way, 4th, 79.3
7. Rob McCarter (VA), 3-way, 3rd, 70.6
  
8. Chris Kiker (NC), 4-way, 4th, 59.1
9. David Hood (NC), 3rd, 53.0
10. Bob O'Dear (NC), 4-way, 3rd, 5th, Elim, 51.0
11. Mike Gonsalves (MD), 2-way, 5th, 5th, Elim, 47.0
12. Mike Lowrey (NC), 4th, 4th, 38.0
13. Marc Peters (WI), 2-way, 6th, Elim, 7th, Elim, 36.0
14. Jeff Taylor (NC), 4th, 36.0
15. Mike Pinkerton (NC), 3rd, 5th, 6th, Elim, 34.0
16. Stan Plummer (NC), 3-way, 6th, Elim, 7th, Elim, 30.4
  
17. Adam Meldrom (NC), 5th, 22.0
18. Andrew Chilton (NC), 4th, 7th, Elim, 19.0
19. George Greene (NC), 5th, 5th, 7th, Elim, 14.6
20. Gilbert Waldron (AL), 6th, 5th, Elim, 7th, Elim, 10.6
21. Steve Wilcox (VA), 6th, Elim, 6th, Elim, 7th, Elim, 8.3
22. Frank Winstead (NC), 7th, Elim, 0.0

Country Rankings: 1) FRANCE: 2-way, 2-way, 2-way, 4-way (508.25 points)  
2) RUSSIA: WIN, 2-way, 3-way (464.33 points)  
3) ENGLAND: 2-way, 2-way, 3-way, 4-way (381.58 points)  
4) TURKEY: 2-way, 4-way (295.25 points)  
5) AUSTRIA: 3-way, 4-way (274.58 points)  
6) GERMANY: 3-way, 4-way, (230.0 points)  
7) ITALY: 2-way (194.0 points)

Country Awards: AUSTRIA: Dan Sellers (3-way, 9 centers)  
ENGLAND: Mike Gonsalves (2-way, 11 centers)  
FRANCE: Dave McCrumb (2-way, 12 centers)  
GERMANY: Marc Peters (2-way, 9 centers)  
ITALY: Dan Sellers (2nd, 10 centers)  
RUSSIA: Mark Stegeman (WIN, 18 centers)  
TURKEY: Morgan Gurley (2-way, 11 centers)

Overall Tournament Champion: Andrew Chilton (NC)

\*\*\*\*\*

### TIME IN DIPLOMACY WORLD

January's issue of DW will be a catch-up issue as we attempt to clear our files of cumulated material that has been sent for publication in DW but never used. We'll begin our year long study of conventions and tournaments with a historical survey of these hobby institutions and a discussion of the challenges facing them today. Your input is welcome. For a change of pace we'll be looking at the subject of "The Civilized Diplomacy Player." Is there such an animal among us? Do you know anyone who deserves the title? What about them makes them special? And, flipping the coin, we'll consider "The Wacko Diplomacy Player." I'm sure we can all think of examples of those. But are they? And why are they that way? Again, join us. It should be enlightening.

## SUBCONSCIOUS DIPLOMACY

Gen. John McCausland

There are many ways to approach the game of Diplomacy. Each region in the United States has developed their own particular style. The Californians boast about how much blood is shed during their Diplomacy conventions. The WARTHOGS believe a subtle finesse is the best way to gain a victory. The Madlads resort to threatening behaviour and Kamikaze attacks to cow their opponents into submission. Texans believe in brute force; while Melinda Holley believes in stable alliances. However, the most successful Diplomacy group in North America today uses none of these strategies. The Carolina Amateur Diplomats (CADs) have their own methods to achieve victory.

The CAD players burst onto the national Diplomacy scene in 1986 when they made their first appearance at the DIPCON held in Fredericksburg, VA. Their top player that year, Morgan Gurley, managed a dismal fifth place finish (in comparison to later years), but he did manage to secure two best country awards as Germany and Italy. The following year David Hood, CADs unofficial leader, won the DIPCON held in Madison, WI. Still not contented, another CAD member, Dan Sellers, traveled to San Antonio to win this year's DIPCON title.

There are several theories that explain the success of the CAD players. The most popular concerns their belief that a second place finish is almost as good as a two-way draw. In striving for these second place finishes, they usually stumble into a draw, and occasionally even a win. Another popular theory has arisen based on the theory that Austria, Italy, and Germany are considered the best, as well as the easiest, countries to play by this group of individuals. If they can do good with these Powers; imagine what they can do with the other four. While these are excellent theories; unfortunately they are wrong. The reason that the face-to-face Diplomacy hobby is being squashed by CAD members is a result of their "Grand Conspiracy."

"The Conspiracy" began innocently enough early in 1986. David Hood, no one is quite sure how, discovered that there was going to be a National Diplomacy Tournament in neighboring Virginia. Thinking that it would be fun to have some new competition, he called his friend Morgan Gurley, and they made plans to attend together.

While our heroes were having fun, they were not faring as well as they had thought they would. Morgan had managed to squeeze into a two-way draw as Germany, but otherwise they were shut out. The last round finally arrived Sunday morning, and to their total surprise, the boys were scheduled for the same game as England Italy. Not realizing the danger, the other players permitted Dave and Morgan to go off into a two-man huddle.

David: Morgan, I am tired of getting blown away. Last night I only lasted until 1904 as Turkey. I would like to have a good game for once.

Morgan: I agree. These guys play favorites too much. Do you know that in one game I was in they propped up Malc Smith because he was a foreigner, yet they tried to eliminate me. Luckily, I was able to eliminate those bozos that my one unit was critical to their defense...

David: True. Here is what we will do. You move Army Venice to ... and we should roll right across the board.

Morgan: Good idea. The victory might give me a chance at the championship, and your second place finish will help you also.

As we know, Morgan did not win that DIPCON, but his victory in the last game did propel him into fifth place. Even more important, it planted a seed in their minds; which they nurtured on the drive home.

Morgan: That last game certainly was easy.

David: Yeah, I was surprised. You know, if we could get into every game together, we could win every Diplomacy convention in North America.

Morgan: Don't you think the other players would get suspicious when we always allied?

David: Of course they would.

Morgan: Then how do we get around it?

David: Easy, we convince everyone to ally with us, no matter what the situation.

Morgan: And how do you propose to accomplish that? Aside from Greene and Wilcox, I don't know any other players that gullible.

By working on their sub-conscious. It would be a great experiment for the Psychology Department at University of North Carolina.

And so was born "The Conspiracy." And as an offshoot and prime programming forum, DIXIECON was founded.

The scheme worked perfectly. Morgan not only won the first DIXIECON in spectacular fashion, but the people he stabbed thanked him for it. The programming was performed at DIPCON in Madison later that summer, and it allowed Dave to obtain the only solo victory at the tournament, propelling him into first place.

Flushed with success, the boys began planning for the next year. In an executive meeting of CAD, it was decided that Mark Stegeman would win DIXIECON that year; while Dan Sellers would take top honors at DIPCON.

Things did not go as planned. The programming from the previous year was deeper than anyone had predicted. Everyone wanted to ally with Morgan. He breezed through both of his games with two-way draws. Mark could only win the tournament with a solo victory. At that point, Dave figured out what was wrong, so he stepped in and made sure Mark won his last game.

After this major foul up, Dave was afraid to attend DIPCON that summer. There were sure to be different players, but just a few could throw the scheme off. DIXIECON had only been saved because Dave could affect the outcome, something he could not do at DIPCON as easily. To prevent any problems, Dave made up a few feeble excuses and did not attend.

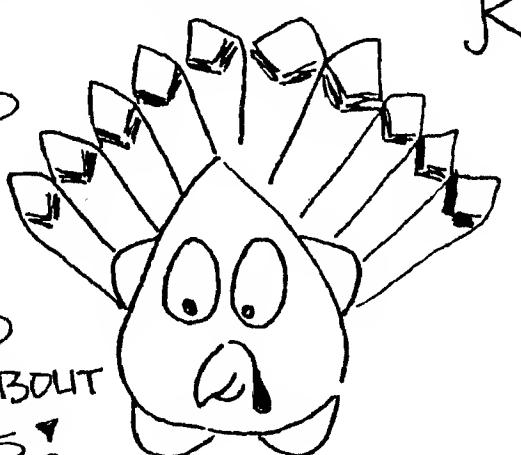
Things went OK. Don won, as had been planned. The only disappointment was that DIPCON would be in California next year instead of North Carolina. But that was expected, so programming for that vote was not done.

The big question on all gamers minds now is who will win the next DIXIECON and who will they set-up as the champion at DIPCON '89. If you attend, don't be surprised if you find yourself allying with someone from North Carolina for no logical reason, - that you feel like voting DIPCON '90 to the wonderful guys from CAD.

\*\*\*\*\*

## DIPPY DOODLES

JUST WANTED  
TO LET YOU  
KNOW - YOU  
DON'T NEED  
TO WORRY ABOUT  
YOUR DOTS!  
GOBBLE, GOBBLE



## DRAMATIS PERSONAE OF CADS, OR JUST WHO ARE THEM CAD'S?

MORGAN GURLEY: Member, Carolina Amateur Diplomats. Member of the hobby since May 1986. Has written for DIPLOMACY WORLD. Gurley is an off-again, on-again student at various universities.

- \* Winner, DIXIECON I in Chapel Hill, NC.
- \* Second Place, DIXIECON II in Chapel Hill, NC.
- \* Top Board, DIPCON '86 in Fredericksburg, VA.
- \* Best Italy, DIPCON '86 with 18-center win.
- \* Best Germany, DIPCON '86 with 12-center draw.
- \* First Place, overall CAD rankings.

DAVID HOOD: President, Carolina Amateur Diplomats and editor of the affiliated magazine THE CAROLINA COMMAND AND COMMENTARY. Member of the Hobby since May 1986. Writes for DIPLOMACY WORLD, other publications. Also serves as Tournament Director for DIXIECON, the annual Diplomacy event held at the University of North Carolina at Chapel Hill. Hood is a first year law student at UNC, his undergraduate alma mater.

- \* Winner, DIPCON '87 in Madison, WI.
- \* Best Turkey, DIPCON '87 with 18-center win.
- \* Second Place, ATLANTICON '88 Diplomacy Tournament in Baltimore, MD.
- \* Best Germany, ATLANTICON '88 with 18-center win.
- \* Two postal wins, as Germany and France.
- \* Top Board, over all CAD rankings after 90+ games.

MICHAEL LOWERY: Statistician for the Carolina Amateur Diplomats. Writes monthly column on scoring systems in CCC. Lowery is a 1988 graduate of UNC.

BOB O'DEAR: Member, Carolina Amateur Diplomats. O'Dear is a graduate student in chemistry at UNC.

- \* Best England, ATLANTICON '88 with four-way draw.

T. DAN SELLERS: Member, Carolina Amateur Diplomats. Sellers is an off-again, on-again student at UNC-Charlotte.

- \* Winner, DIPCON '88 in San Antonio, TX.
- \* Best Russia, DIPCON '88 with 18-center win.
- \* Top Board, DIXIECON I and II.
- \* Top Board, overall CAD rankings.

MARK STEGEMAN: Faculty advisor, Carolina Amateur Diplomats. Has designed variants and is active member of the variant sub-hobby. Stegeman is an Assistant Professor of Economics at UNC.

- \* Winner, DIXIECON '88 in Chapel Hill, NC.
- \* Top Board, MARYCON in Fredericksburg, VA.

\*\*\*\*\*

## LOOKING FOR A GAME OPENING?

Players looking for game openings in new games should contact: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024. Ask for a copy of PONTEVEDRIA, and enclose a SASE; or contact: Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034. Ask for a copy of KNOWN GAME OPENINGS, and enclose a SASE. For Variant Diplomacy game openings check with Fred Davis, 3210K Wheaton Way, Ellicott City, MD, 21043. Ask for a copy of BUSHWACKER and enclose a couple of stamps. For Computer Diplomacy game openings check with Les Casey, address on the inside front cover. Before joining any game in any publication check out the gamemaster and publication. For info on how to do that continue reading...

## ATLANTICON'S DIPLOMACY TOURNAMENT: A RETROSPECTIVE

DAVID HOOD

Given limited finances, I was forced to miss DIPCON in San Antonio this year. Instead, I led a group of CADs (Carolina Amateur Diplomats) north to Baltimore to attend the "Diplomatic Congress of Baltimore," a Diplomacy tournament run by Robert Sacks in conjunction with the wargaming tournament known as ATLANTICON.

Fellow travelers Bob O'Deer, Mike Pinkerton, and Chris Kremer accompanied me into a murky unknown, filled with night-marish hex-gamers and mindless D&D fanatics. Wading through all those "freaks" (Bad Boys would have had a field day there) we finally found the comforting enclave of Dip players organizing for Round One of the two-round tournament.

Lots of big names graced the tournament during that weekend, including people like John Caruso, Steve Arnawoodian, Dick Martin, Fred Davis, and, of course, Bob Sacks, the tournament director. It was interesting to meet the people behind the names—most turned out to be actual people. I still withhold judgement on Melinda Holley, however—until I actually meet the lady I will continue to argue that there must be more than one person at that Huntington, WV address. No way one person could play in that many PBM games at once...

Oh, back to ATLANTICON. The first day saw six full boards—42 participants. In my game, my Turkey allied with Frank Jones' Austria to mount a crushing offensive against the western powers. Suffice it to say that by the end of the game, my yellow fleets were in the Norwegian Sea! Our two-way was not the only one of its kind, however—there was a 17-17 center draw between France and Austria on one board, and a French win on another.

After this grueling round, the four CADs retired to the lounge for some serious liquid refreshment. We made it back for the "Hobby Meeting," though, which was a hilarious display of "Much Ado About Nothing." The subject for debate was Sack's proposed "de-listing" of Bruce Linsey, Fred Davis, and Fred Hyatt as "service providers" in his own zine! I thought he should just go ahead and do it, being his own zine and all, rather than try to obtain a consensus which would erroneously be described as a "Hobby Sanction." But at any rate, the whole controversy was essentially meaningless.

Which is not to say that I thought the meeting was a waste of time—I found it profoundly entertaining...

Back to gaming. The Sunday round filled only three boards, although the competition was no less fierce. As Germany in my game, I was able to stab France for the victory in the End Game, just edging out my Austrian neighbor, Chris Kremer. Meanwhile, my buddy from yesterday, Frank Jones, proceeded to win his game also, beating me out of the top spot by two supply centers from the previous game! Bill Thompson, the France in iturday's 17-17 draw, picked up third place in the tournament.

Sacks' scoring system was a bit weird—average supply center counts for the game ears make up one-half of the calculus. Also, Sacks himself was able to make game-decisions if the time had run out. All-in-all, though, the tournament was well-run and highly enjoyable, if far too expensive...

One more thing. For all of you out there who thought that the "NMR King" Jack Hugh didn't really exist (after all he never corresponds in any game I've been in with him), you're wrong. I met him at the Con, and he actually claims to have sent orders for one of his games.

I'll believe it when I see it.

\*\*\*\*\*

REMEMBER: IF YOU DON'T RENEW YOUR SUB TO DW NOW, THERE MAY NOT BE A

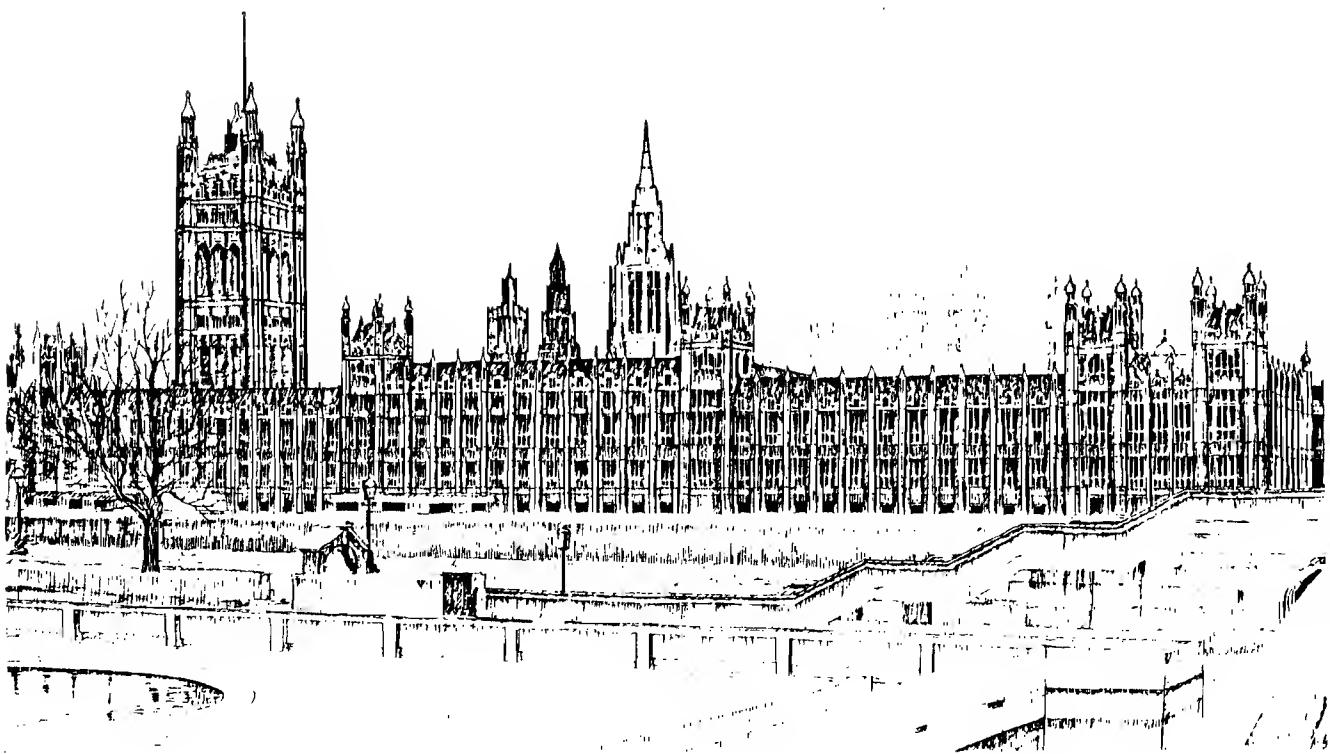
NEXT ISSUE OF DW. USE DIP SHAVE.



*Mission-*

*San Antonio de Valero*  
*"The Alamo"*

1758



*The Houses of Parliament*

## THE WORLD OF DIPLOMACY TURNED UPSIDE DOWN

LARRY PEERY

I only have two pages so let me be brutally candid. The world of Diplomacy cons this summer was turned upside down. DIPCON XXI should have been WORLD DICON I. And vice versa. Instead we were treated to the spectacle of America's oldest and most prestigious Diplomacy event being up-staged by the newcomer on the world stage, WORLD DIPCON I. It's a bit like comparing the Alamo and the Palace of Westminster. Since I was the only person fortunate enough to attend both events you have to accept my word for it. And if my word here isn't enough for you, I refer you to my SOUVENIRS OF PEERIJAVA, as listed in the Holiday Catalogue.

Some people say it is unfair to compare DIPCON with WORLD DIPCON. I don't agree with that. I think the two should be compared. And, I'm afraid, the comparison does us no good. I can find no fault with the site, except for the heat; the staff, which did a fine job at the Con; or the Tournament, except for a few minor score-keeping errors; at DIPCON. What does upset me--to no end--was the lack of hobby support among its publishers and leaders for the event itself, and the failure of the hobby to attend. One player from New York? One player from California? Almost nobody from Texas? Come on, that's bad. When I told the people at WORLD DIPCON that there were only thirty-five people at DIPCON they looked stunned, then they laughed, and then they looked worried.

I played several games at the Con, turning in my usual sterling performances. My one good game didn't even count as part of the tournament. Oh well... Most of the time I had I spent watching Alan Stewart watch me eat. That was exciting. I also spent a lot of time, along with everyone else, keeping track of Morgan Gurley's body count. And then I got into a shouting match with Dan Sellers, who eventually won the tournament. That was fun. Still, I did get to see some old friends and meet some members of the DW family I hadn't met before. That made it worthwhile.

Still, when it was all over I had the feeling that I wasn't the only person asking myself, "Is that all there was?"

And then it was off to England. I had ten days or so before WORLD DIPCON and I spent them drowning myself in British culture. It was fun.

WORLD DIPCON I was, by any standard, a success. The only American con I can recall attending that rivaled it was DIPCON V in Chicago. The entire British hobby, with one major exception, was there. The Con staff knew exactly what they were doing and, more importantly, enjoyed doing it. That rubbed off on the participants. The site was very good--although the beds in the dorms must have been imported from a German stalag. The food was abominable, but that was a good excuse to get out and explore one of the local restaurants. But it was the people that made the difference. I met dozens of people that I've corresponded with and known for years. And there were lots of games. Dozens of them going on all the time. Had I wanted to I could have played them non-stop for the entire four day weekend. And some people did. The charts tell the story of what happened. Saturday's event consisted of the team competition with 11 teams entered. My team, the International, consisted of Malc Smith, from everywhere; Ian Henry, from Belgium; Claude Gautron, from Canada; Lex Pater, from Holland; Fredris, from the US; Jaap Jacobs, from Holland; and myself. Considering my rotten showing, I did well to come in 11th out of 24. But what can you do when you're surrounded by others from teams like War & Peace, Scratch, Mouse Police, SLOBs, Liverpool, and Blood? I thought things would be better during the individual tournament which fielded a mere 11 boards. Ha! Instead I got Austria and found a Mutt & Jeff pair on either side of me, Kevin Hawthorn and Matt McVeigh. It took me three game years to figure out what they were saying and by then I was in deep trouble. I'll let Matt tell you the details. Suffice it say I had a lot of fun in that game.

Anyone who saw me playing things like SHOGUN (didn't do too badly, thank you) or NUCLEAR WAR (won two, tied two) probably wouldn't believe it, but that's the way

it was. In fact that just about sums it up. The way it was was the way it should have been. When it was over I was left feeling that I hadn't met everyone I wanted to, that I hadn't played all the games I wanted to, and that I was totally exhausted from the experience; and ready to do it all over again the next weekend. If I had the time and money I'd fly over for the British winter event, MIDCON, just so I could thrash some of those people all over again.

I only heard one person start to say anything bad about anybody in the hobby, anywhere, and I quickly told Fred to be quiet. I didn't want the Brits hearing about the Bad Boys. We have enough to be embarrassed about as it is. Instead I saw a table full of Diplomacy magazines and other gaming pubs brought to the con by their GMs, any one of a dozen of which could easily have topped this year's RP. And the second day there was another table full. I talked with project worker after project worker working on all kinds of interesting projects for the British hobby. Some of their ideas a bit weird perhaps, but what the hell? Game designers were hawking their wares and doing well at it. It was, above all, an example of a unified hobby having a good time. It proves, I think, that it can be done. Compare that with San Antonio.

Simon Bille ness is very concerned about WORLD DIPCON II and where it will be held in North America in 1990. As I've made it clear—I hope—I am more concerned about the state of DIPCON next year. And looking ahead to 1990 I can only say that we, as a hobby, have a lot of work to do before we can host a successful WORLD DIPCON. If you are planning on bidding for that event please keep that in mind.

I learned a lot from WORLD DIPCON and I intend to put some of those lessons to use next year in San Diego. But the one thing I can't do is turn out the numbers. That's up to you. And after all, don't you want to be here just so you can see me make a fool of myself?

It is easy for me to criticize DIPCON and praise WORLD DIPCON. Too easy, perhaps. No doubt some will say I am whining, and perhaps I am. I learned that from Mark Frueh. No, I prefer to think of it as scolding. If we couldn't do better I wouldn't be making such a fuss. But I believe we can. I also believe a lot of you believe we can. And it is you people, I hope, who are going to help me prove that we are right.

Following WORLD DIPCON I, I went back to London for a last minute look and then it was on to Italy for a couple of weeks. I had a chance to visit Venice, Naples, and Rome, as well as much more of Italy. It was great, although it was even hotter and more humid than San Antonio. But as I stood in the Vatican Archives, looking at the Papal document that divided the New World between Spain and Portugal, I thought to myself, "This is the native American Diplomat in his true habitat."

My thanx to Greg Ellis, Pete Gaughan, and Steve Wilcox; and Richard Walkerdine and Nick Kiznett for some great memories. And don't worry, Sellers, you'll get yours next year. And you to, Morgan.

JUST ONE LITTLE KISS AND I'LL SUPPORT YOU INTO MOSCOW



## THE INTERNATIONAL DIPLOMACY CONVENTION AT BIRMINGHAM

llan B. Calhamer

Some time in 1987, I received an invitation from Richard Walkerdine to appear as the guest of honor at the International Diplomacy Convention in Birmingham, England.

I managed a three-week vacation covering the period. My wife and I flew non-stop from O'Hare to Heathrow on July 3. Since there is a time difference of six hours, the day leaving was effectively 18 hours long, and the day returning was 30 hours. Neither of us experienced any jet lag.

I discovered that if you fly from Chicago to London, you don't have to reset your watch. All you do is look at it upside down, and read time off the hour hand. If you want the time more accurately, you can then turn the watch right side up, and read minutes past the hour conventionally from the minute hand.

After the condensed night over the Atlantic, I spent the morning looking at the cloud formations, which reminded me of a lot of deserts and mesas, and photographing them. The pictures came out well, but did not capture the imposing nature of these formations.

We landed after an eight hour flight and took a rental car at the airport. The car was small and low, with a tight turning radius, and five speeds forward. To simplify matters I cruised in third for a while and then in fourth.

The traffic drives on the left. You have to stay alert to the difference; at intersections you have to watch for cross traffic from the right direction in each lane. The steering wheel is on the right, and you have to shift gears with the left hand. All of this sounds like a simple reversal of left and right, but you still clutch with your left foot and brake and accelerate with your right. Thus when you shift gears you use both left appendages at once, which feels something like a flag flapping in the breeze. The English have similar problems when they drive on the Continent, which drives on the right.

Most of the intersections outside the cities, and many inside, are roundabouts, which Americans would call traffic circles; some so small that they are just circling rows painted on the pavement at an intersection; some circling several acres. At an American traffic circle you nearly always have to stop; then you merge any way you want. At a roundabout you can go right on if no one is coming. This saves lots of time, since you may go through them one after another all day long. If anyone is approaching you, coming around the roundabout, however, you must stop and wait for him to pass. This gives the driver great safety and freedom to watch for his turnoff as he goes around. Almost everyone follows the rules.

Direction signs, especially at the ever-present roundabouts, are excellent.

Except on the modern highways called Motorways, there are no shoulders along the roads. Occasional well-marked laybys are provided, frequently big enough for only one car, where you can pull off. In the West Country especially roads are closely bordered with hedgerows or stone walls. Drivers avoiding the stone walls sometimes lay across the center line, and come around curves at you that way. There are also two-lane roads that narrowed to one lane occasionally. You might have to back up to let a truck pass in the other direction.

It rained almost all the time we were there, and was so cool I had to buy a wool sweater.

Since Chicago was in the middle of its record hottest summer, with 7 days over 100 degrees F., this trip was a welcome way to break up the summer. When we got five hours of sunshine, I hastily took pictures; but most of the time the overcast was a porcelain sky, Conrad might have called it---and pictures taken under that come out well. No wonder the English countryside is so green: it gets all that rain and grass looks greener on a cloudy day.

The countryside, I might add, was absolutely as remarkable as they say it is. It is very heavily rolling, and the sheep keep it trimmed.

of sites we visited, castles, if Royal (Edinburgh, Tower of London) were in fine condition and contained many buildings dating from the 13th century. Other castles seemed to have been knocked down by the central government (whether monarchy or Protectorate) for obvious reasons. We saw a lot of ruins (Barnard, Urquhart). At Dunster Castle, just the wall was knocked down; it was restored by a 19th century merchant prince. Castle Drogo was built from scratch in the early 20th century by a merchant prince. Brougham Castle was inherited in the 18th century by somebody who didn't want it, who tore it half down to sell the building materials.

Monasteries were closed in 1539. These seem to have been stupendously large building Jedburgh Abbey still stands minus its roof. We visited another abbey, of which just a part had been re-roofed, forming a huge church for a tiny community.

Of industrial history, there is the greatest treasure trove, and I find it most interesting, but I decided I would have to leave it largely for a later trip. For every thing you see, you skip a hundred other things. We did see a 150 year old bobbin mill (it made wooden spools), and the steam engine that originally raised and lowered the Tower Bridge.

We saw a few manor houses, Van Dycks and Sir Joshuas on the wall, inlaid tables, formal gardens, libraries full of books in ancient bindings. We also visited Wordworth's home; which includes the informal garden; said to be still substantially as Wordsworth laid it out. He was highly enough thought of as a landscape gardener to receive commis-

A remarkable high point that we stumbled across was the home of Issac Newton, a very old, small, primitive manor house, where Newton wrote some of his major works, and transacted the business of the manor, when he was not in Cambridge.

Of Roman remains, we saw Hadrian's Wall at different points. Originally twenty feet high, it is now no more than six, and about equally wide. Such a wall had to be manned, so there are also remains of forts and blockhouses. We saw the famous Roman Baths at Bath, which are well interpreted for the public; and stumbled across the remains of the Temple of Mithras (the foundation stones) in the City of London.

Of churches, some had been desanctified and were in use as community centers and the like. One small one in a central city had old, uneven stone floors, memorial plaques to servicemen killed all over the globe in a long series of conflicts; one plaque going back to the 16th century; a plaque commemorating a churchman who had encouraged emigration to Massachusetts Bay. We encountered two statues of knights recumbant that might have dated from the 15th century; 18th-century grafitti had been carved on the stomach of one of them.

We viewed a number of Cathedrals; the one at Bath had two stone ladders going up its entire facade, with souls attempting to climb them; one soul was falling off.

I was impressed by the regional architecture of Britain on this first trip. Whole cities seem to be built in the same style. New buildings are built to harmonize with the old. Nearly every building seems to be of stone. This is a material we do not see nearly so much of in the suburbs of Chicago, where the favored building material was brick from about 1945 to 1980, and wood both before and after that. Wood does not seem to be used in Britain for anything larger than a toolshed.

Texture was a big thing in art a few years ago, and stone walls have an interesting, attractive texture. When a whole city is built in one texture, and the next one in another, and so on, this can be pretty impressive.

Thus Dorchester was built in a rounded, white or light yellow stone, interspersed with brick. The small town of Abbotsbury seemed to be built in the stone of Dorchester, without the brick (I understand this village has been extensively restored). At Barnstaple and nearabouts, walls were plastered smooth and painted in very light pastels. Bath seemed to be built of very large yellow stones, sawn smooth. Many villages were built of smooth red stones. In the North, there seemed to be more of a mix, but some older buildings were built of jagged black stones, which, inspite of deep indentations between stones, were laid up into very straight walls.

Heathrow is west of London and we headed west from there. We passed the Salisbury Spire in a driving rain. Main roads frequently go right through the center of town, streets narrow, parking impossible. Every city seems to have a well-marked parking lot close to the center, reasonable fees, and space nearly always available; so you might as well give up and go straight to the lot.

We then arrived at Stonehedge. Here the builders chose a large, yellow-gray stone. The structure was more compact and lighter in color than I had imagined. On the green plain it reminded me of a cue ball on a billiard table.

We proceeded to Dorchester, said to be Thomas Hardy's "Casterbridge." Almost every house in England seems to be a row house, typically built wall to wall, frequently without front lawns or parkways. The result is that the earth seems to be armored like a turtle's shell. Pan the scene for a black and white movie and it may look a little drab, but the reality is more cheerful. Frequently rooves are tiled in bright orange, and bright orange brick is common, rather than the dull red which is preferred in the United States. Rooves always seem to be tile or slate, except for some thatch in the South; never asphalt shingle as in the United States. A lot of stone homes have a vaguely Hansel and Gretel appearance.

It is also easy to see why the English coined the term, "A man's home is his castle." If they build a gatehouse, say, in the local materials, and then add a crenellated roof line, it looks a lot like a castle.

Discovering how much hotels cost, we stopped at private homes that advertised Bed and Breakfast. These people generally charged eight or nine pounds (\$14.00-\$16.00) per person per night for a good room, sharing the bath with maybe one or two other families, and breakfast. The dining room would usually have two or three small tables in it, and breakfast normally included all of juice, cereal, eggs, back bacon (Canadian bacon), sausages, toast, and sometimes mushrooms or small tomatoes fried in with the bacon and eggs.

To covert pounds to dollars you double and subtract ten percent of the result. Dollars to pounds, you halve and add ten percent. Actually changing the money was little trouble. You are asked for your passport, and you want to act when you see a bank open, since they keep short and unexpected hours.

We passed through Dartmoor, said to be Hardy's Egdon Heath, to the passing eye just a little hillier than what we had seen.

Coming back along the Bristol Channel, we rode on an inclined railway that operated by filling a tank below the passenger compartment with water. The weight of the water pulled the car down, pulling the other car up. At the bottom, they ran the water out, while the other car was filling at the top.

We saw a fighter plane, down low and moving extremely fast, like a dart from a low gun; drove up Porlock Hill, overlooking the Bristol Channel; swung past Glastonbury Tor, once surrounded by marshes and said to be the Island of Avalon; gawked at the cathedrals of Wells and Bath; then moved up the Motorway to the Lake Country.

Thus inspired, we travelled along Hadrian's Wall, turned north through some treeless, low-green country that looked about like Wyoming, then entered Scotland. We walked past a "Chicago Pizza Factory" on the way to Edinburgh Castle. There are at least 10 excellent roads in Scotland, meeting at Inverness. We went up one and down the other, coming back along a chain of lochs, everything in shades of gray at Loch Lomond; then through a valley, high hills and low clouds. We then switched back to the east and went down to Cambridge, where we gawked at the University buildings.

Time for the convention at hand, we puzzled our way through Hitchin and met Richard Kerdine at his place. We had a delightful evening of conversation with Richard and his lovely and sparkling wife. Richard is twelve feet tall and about six inches wide at the shoulder. I presented him with the inevitable Chicago Bears sweatshirt way. He seems to be a prehistorian, cricket player, economist, and young man on the way up of the kind Maggie Thatcher likes.

Next day, Richard led me up through the roundabouts to Birmingham. The tournament was in High Hall, perhaps 17 stories. We were housed in a room that seemed comfortable for two students, overlooking a park-like area which included a pond and statuary. Downstairs was a large cafeteria, where 200 people could play Diplomacy and eat their meals without crowding.

The tournament was run with a firm fist around a mug by Nick Kinzett. The tournament plan seemed excellent. The first day was devoted to team play and the second to individual.

Seven-man teams competed. One member played each of the seven countries, of course at different boards. The next day players played for the individual title, which was decided by summing up the individual's score from both days.

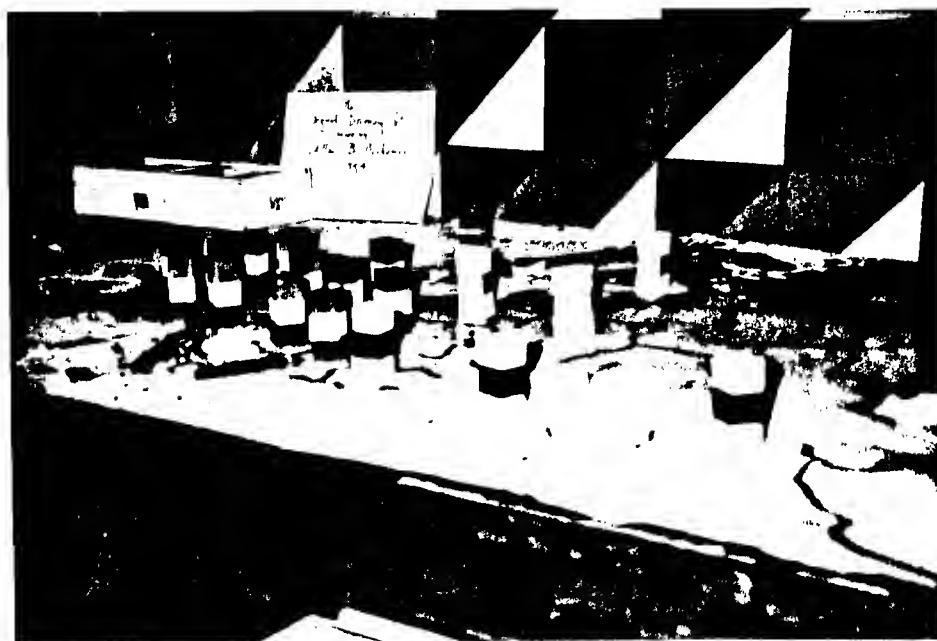
There appeared to be several advantages to this scheme. If pals get together to form a team, they end up at different boards, reducing the pre-game conniving. A pre-game alliance between two teams would involve fourteen people. It would probably be harder to work it up and harder to keep it secret. A player who falls behind is not so likely to throw the game to someone else, either, since he would be letting his team down. He would also be hurting his score for the individual title, to be decided the next day. Thus it seems there is encouragement to compete vigorously and fairly.

At least one team arrived in identical tee shirts; some sported names like S.L.O.B.S. and Mouse Police; some were assembled at the tournament. The winners were War & Peace, consisting of John Gatheral, Richard Williams, Simon Brooks, Pete Mason, Andrew Glynn, Phil Creed, and Paul Finch; their worst score was six centers, and the next worst ten!

The following day Phil Day, who had a 20 unit Russia during the team competition, added a five unit Turkey to win the individual title, second and third going to Matt McVeigh and Jim Mills.

I gave a speech about the invention of Diplomacy, events and experiences along the way, strategy in the game and in general, Mackinder's geopolitics, and so on. Their eyes glazed over after about an hour and a half, but I made the most of the rare opportunity to talk with people who knew just what I was talking about.

I put the original Diplomacy set on display; it has armies 2½ inches high and fleets 3 inches long, in historical flag colors, and a large map to match. Rusty Bolt Awards were handed out to hobby types. Martin Taylor, who competed in the croquet tournament, gave a magic show.



The Original DIPLOMACY Game

The convention was excellently run and deserved the splendid 200 player turnout. Larry Peery was there, wearing a Diplomacy World Staff tractor cap. Fred Davis was there.

Monday afternoon, we drove down to Heathrow, left the car, and took a cab into London, where a television producer had provided a hotel room for two nights. He has an excellent plan for a television program based on Diplomacy, for one of the smaller and more erudite channels. I spent some time discussing the project with these people; we also attended a foreign policy seminar, the speakers having just returned from the Communist Party Congress in the Soviet Union. Apparently the theme of the Congress turned out to be, "Restructuring Is Fine But The Party Must Lead It." The speakers took this theme seriously as a conservative shift; but I thought Gorbachev had gotten most of the specifics he wanted, and the conservatives had gotten in return little more than a generality, of a sort which you would have to expect at a Party Congress.

We had a little time to see the sights of London, and, this being the first trip, we spent the time on some of the best-known sights. We were just off Oxford Street, the prime shopping area. From there, double-decker buses took us through Trafalgar Square and Picadilly Circus to the House of Commons, St. Paul's, the Tower, etc. Since we have children of college age, we also had to make a trek to the Hard Rock Cafe, to buy tee shirts. From where the bus left us, we had to run across eight lanes of one-way traffic and climb a fence. (I realize the fence was there to discourage people from running across.)

An amusing incident occurred during the few minutes we were watching the House of Commons. It seems there were hardly any members present, on either side of the aisle. One young Conservative was lying in his seat, with his feet up on the seat in front of him. A minister completed the presentation of the Education Reform Bill, and a Laborite rose to reply. This man began his remarks by saying that you could see how little the government cared about education, from the fact that they allowed only thirty minutes to debate the bill. Thereupon the Conservative, without changing his position, waved at the empty Labor benches and yelled, "Where are they?"

The flight back went way north, over islands that appeared to be uninhabited (no visible roads). I photographed quite a lot of ice, which had collected into long drifts in the ocean.

It was a memorable trip in which everything went well; the convention was great, the Diplomacy people were great, and Britain is great.



PHIL DAY: WORLD DIPCON I CHAMPION

## TEAM DIPLOMACY RESULTS

Board 1		Board 2			
A Vienna A	Steve Holmes	-	A Cambridge	Ian Smedley	-
E War & Peace	John Gatheral	11	E Vienna A	Glenn Miles	-
F Scratch	Gordon Sweeney	1	F War & Peace	Pete Mason	15
G Mouse Police	Guy Kent	-	G Scratch	Paul Willey	-
I SLOBS	Martin Higham	-	I Mouse Police	Mark Firth	12
R Liverpool	Alan Sharples	11	R SLOBS	Martin Burroughs	-
T Blood	Simon Compton	11	T Liverpool	Ian Winstanly	7
Board 3		Board 4			
A Astrodyne	Stuart Cullen	6	A YDG "Y"	Iain Bowen	10
E Cambridge	Mikp Guest	-	E Astrodyne	Chris Wright	-
F Vienna A	Hilery Johnson	-	F Cambridge	Graeme McGuire	10
G War & Peace	Richard Williams	10	G Vienna A	Jasper Trevelyn	-
I Scratch	Norman Oliver	10	I War & Peace	Andrew Glynn	10
R Mouse Police	Snermal Patel	-	R Scratch	Steve McWalters	4
T SLOBS	Chris Hardway	8	T Mouse Police	Andrew Dickinson	-
Board 5		Board 6			
A Peal A	Carl Brittain	11	A TNT 1	Robert Nelson	-
E YDG "Y"	David Abbott	-	E Real A	Sean Benyon	12
F Astrodyne	Kevin Lea	11	F YDG "Y"	James Nelson	2
G Cambridge	Ian Mitchell	-	G Astrodyne	Dave Wreathall	7
I Vienna A	Mark Green	-	I Cambridge	Carl Mansfield	1
R War & Peace	Simon Brooks	12	R Vienna A	John Cudmore	-
T Scratch	Paul Crowley	-	T War & Peace	Phil Creed	12
Board 7		Board 8			
A WILT A	Terry Richardson	7	A Vienna B	Gary Stevens	-
E TNT 1	John Huggett	-	E WILT A	Colin Donague	8
F Real A	Guy Thomas	11	F TNT 1	Daniel Hanson	11
G YDG "Y"	Andy Bell	6	G Real A	Eddy Richards	-
I Astrodyne	Roger Ditchburn	7	I YDG "Y"	Andy Munn	7
R Cambridge	Bill Michell	3	R Astrodyne	John Shears	5
T Vienna A	Rod Chamberlin	-	T Cambridge	Nicholas Whyte	3
Board 9		Board 10			
A VT	Dave Williams	2	A Mad Policy	Ken Simpson	-
E Vienna B	Rich Jackson	10	E VT	Duncan Rowlands	-
F WILT A	Andy Mansfield	12	F Vienna B	Gordon Rycroft	1
G TNT 1	Ray Furlong	6	G WILT A	Mike Thomas	10
I Real A	Richard Young	-	I TNT 1	Ian Williams	3
R YDG "Y"	Neil Kendrick	1	R Real A	Phil Day	20
T Astrodyne	Richard Nicholson	3	T YDG "Y"	John Elcock	-
Board 11		Board 12			
A YDG "Z"	Denis Jones	1	A Real B	Tim Powell	-
E Mad Policy	Rob Lozynskyj	13	E YDG Z	Ian Andrews	9
F VT	Rob Pringle	6	F Mad Policy	Paul Leyland	10
G Vienna B	Mark Weston	-	G VT	Blaise Hudson	-
I WILT A	Tim Gumble	6	I Vienna B	Tom Walker	7
R TNT 1	Peter Able	-	R WILT A	Mark FitzGibbon	-
T Real A	Jim Mills	8	T TNT 1	Duncan Brassington	8
Board 13		Board 14			
A TNT 2	Andrew Moss	-	A WILT B	John Colledge	1
E Real B	Steve Thomas	12	E TNT 2	Simon Braddy	10
F YDG Z	Richard Minson	-	F Real B	Peter Hawkins	-
G Mad Policy	Richard Walkerdine	9	G YDG Z	David Rowbotham	11
I VT	Chris Lampard	-	I Mad Policy	Dane Maslen	7
R Vienna B	Gary Lyon	-	R VT	Steve Guest	-
T WILT A	Paul Humphreys	13	T Vienna B	Simon Green	5

## Board 15

A Vienna U	Jim Riddoch	-
E WILT B	Mike Williamson	3
F TNT 2	Jeremy Gilbert	12
G Real B	Chris Gray	-
I YDG Z	Neil Treby	10
R Mad Policy	Pat Lenihan	9
T VT	Dave Schofield	-

## Board 16

A Ac-Mong	Gordon McDonald	8
E Vienna U	Richard John	8
F WILT B	Madelaine Smith	5
G TNT 2	Richard Leeves	-
I Real B	Steve Kirk	2
R YDG Z	Jan Niechwiadowicz	3
T Mad Policy	Dave Jones	8

/25/

## Board 17

A Ode	Tony Wheatley	13
E Ac-Mong	Steve Howe	3
F Vienna U	Tim Waterhouse	-
G WILT B	Mark Baldwin	11
I TNT 2	Tony Wilson	7
R Real B	Dave Sharp	-
T YEG Z	Phil Desu	-

## Board 18

A International	Lex Pater	-
E Ode	Graham Leach	10
F Ac-Mong	Frank Bradley	11
G Vienna U	Dave Russell	11
I WILT B	Martin Taylor	-
R TNT 2	Garry Lea	-
T Real B	Clive Francis	2

## Board 19

A Blood	Mick Haytack	5
E International	Malc Smith	9
F Ode	Steve Jones	9
G Ac-Mong	Gareth Cook	-
I Vienna U	Andy Bate	4
R WILT B	Andy Key	1
T TNT 2	Rod Sweetman	6

## Board 20

A Liverpool	Shaun Derrick	12
E Blood	Steve Hatch	5
F International	Fred Davis	1
G Ode	Mark Nelson	3
I Ac-Mong	Toby Harris	12
R Vienna U	Eric Knibb	1
T TNT 2	Clive Palmer	-

## Board 21

A SLOBS	Ian Le Brocq	-
E Liverpool	Richard Beatty	9
F Blood	Richard Bass	-
G International	Alain Henry	8
I Ode	John Marsden	8
R Ac-Mong	Antony Hall	-
T Vienna U	Martin Draper	9

## Board 22

A Mouse Police	Paul Richards	-
E SLOBS	Dominic Hitt	-
F Liverpool	David Long	11
G Blood	Keith Walton	-
I International	Jadp Jacobs	7
R Ode	John Wilman	8
T Ac-Mong	Brian Frew	8

## Board 23

A Scratch	Dave McCraith	-
E Mouse Police	Bill O'Neill	-
F SLOBS	Andy Monaghan	11
G Liverpool	Paul Oakes	7
I Blood	Steve Gregory	1
R International	Claude Gautron	6
T Ode	Paul Cook	9

## Board 24

A War & Peace	Paul Finch	6
E Scratch	Bruce McLean	8
F Mouse Police	Simon Bouton	8
G SLOBS	Keith Morton	-
I Liverpool	Jeff Edmunds	6
R Blood	Dart Huby	6
T International	Larry Peery	-

## TEAM PLACINGS

1st WAR & PEACE	9th Y Ddraig Goch Z
2nd Realpolitik A	10th Vienna V
3rd Liverpool	11th International
4th Ode	12th TNT 2
5th Mad Policy	13th Bloodstock
6th WILT Alpha	14th Y Ddraig Goch Y
7th Ac-Mong/VVV	15th WILT Beta
8th Astradyne	16th TNT 1

17th Scratch
18th Vienna B
19th Cambridge
20th S.L.O.B.S.
21st Realpolitik B
22nd Mouse Police
23rd Variable Title
24th Vienna A

## INDIVIDUAL DIPLOMACY TOURNAMENT

This will start 09.50 Sun.

## INDIVIDUAL DIPLOMACY TOURNAMENT

## Board A

A Neil Kendrick  
Toby Harris  
F Andrew Moss  
G Sean Benyon  
I Julie Burton  
Clive Francis  
Nick Howls

## Board B

- A Richard Leeves  
8 E Martin Taylor  
1 F Lee Godfrey  
8 G Dave Wakelin  
12 I Jim Stewart  
- R Shaun Derrick  
5 T Steve Mellors

## Board C

- A Gordon Rycroft  
- E Neil Treby  
13 F Jim Mills  
- G Nick Barber  
4 I Nicholas Whyte  
17 R Rob Sweetman  
- T Carl Mansfield

## Board D

6 A Bill Mitchell 1  
- E Mark FitzGibbon 5  
16 F Martin Potts 10  
- G Mike Williamson 2  
6 I Phil Day 5  
6 R Graeme Maguire 1  
- T Dave Rowbotham 10

## Board E

A Peter Knight  
E Simon Bouton  
I Norman Oliver  
G Rod Chamberlin  
P Pat Lenihan  
R Jaap Jacobs  
T John Hickman

## Board F

- A John Gatheral  
16 E Paul Leyland  
- F Ken Simpson  
- G John Colledge  
- I Guy Thomas  
5 R Ian Andrews  
13 T Richard Williams

## Board G

- A Rob Lozynskyj  
- E John Adamson  
9 F Graham Leach  
4 G Bob Kendrick  
14 I Carl Brittain  
7 R Ian Mitchell  
- T Guy Kent

## Board H

12 A Larry Peery -  
11 E John Huggett 3  
5 F Garry Lea 8  
- G Simon Brady 5  
6 I Kevin Hawthorn 1  
- R Ray Furlang 1  
- T Matt McVeigh 16

## Board I

A Geoff Kemp  
F David McCraith  
F Ian Williams  
G Calvin Dytham  
I Malc Smith  
R Daniel Hanson  
T Mark Green

## Board J (played Saturday)

- A Charles Smedley -  
11 E Nick Howls 6  
11 F Bob Kendrick 11  
11 G Mike Ferguson -  
- I Paul Bennett 8  
- R Steven Hamer -  
1 T Lee Godfrey 9

## OVERALL POSITIONS

1st PHIL DAY 100pts

2nd Matt McVeigh 82.78pts

3rd Jim Mills 81.6pts

\*\*\*\*\*

## LOOKING FOR A DIPLOMACY MAGAZINE TO READ OR PLAY IN?

There are hundreds of Diplomacy related publications in the world-wide hobby. Some of them are very good. Some of them are just junk. Some are worth the money. Some aren't worth the paper they are printed on. To find out which are which check out the following guides which specialize in listing and reviewing Diplomacy publications:

ZINE REGISTER: Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910. Ask for a copy of THE ZINE REGISTER and enclose \$2.25 for 3 issues. A copy is free to DW Sampler buyers. For a sampling of hobby publications send a large (LARGE!) envelope and \$2.40.

To find out what the hobby thinks about its gamemasters and publications send for a copy of the 1988 Runestone Poll results. Contact Bruce Linsey, Box 1334, Albany, NY 12201, and ask for a copy of THE CREAM SHALL RISE (\$6.00).

If you'd like to check out some of the many excellent foreign Diplomacy publications send a SASE to Simon Billenness, 630 Victory Blvd., #6F, Staten Island, NY 10301, and ask about the International Subscription Exchange.

If reading all of the above leaves your thoroughly confused then you need a copy of the hobby's two basic introductory handbooks: SUPERNOVA is available from Bruce Linsey, address above, for \$1.00. MASTERS OF DECEIT is available from Steve Arnawoodian, 602 Hemlock Ave., Lansdale, PA 19446, for \$1.00.

And if you are crazy enough to think you might like to try publishing a Diplomacy magazine or gamemastering a postal Diplomacy game you should read ONCE UPON A DEADLINE, available from Bruce Linsey, address above, for \$3.00. That will discourage you if nothing else will.

## WORLD DIPCON I: THE INDIVIDUAL TOURNAMENT

MATT MCVEIGH



(My memory fades fast when I attempt to recall what happened in this game. Either I drank too much afterwards or I am getting old!)

I picked Turkey at the start. Larry Peery was Austria and a good friend of mine, Kevin Hawthorn, was playing Italy.

The game plan I had in mind was to form an alliance with Kevin and one also with the Russian player. I did not know any of the other players, so I wanted to take advantage of Kevin's proximity and eliminate Austria quickly.

The first move indicated that things might go rather differently, however. I left the Black Sea open and Russia sailed in. On top of that Kevin decided to ignore my advances, and chose to have a non-aggression pact with Larry. Fortunately I talked the Russian into moving his fleet to Rumania; which left me with one build.

1902 saw a change in my fortunes. Kevin and Larry, if not allied, were certainly going in opposite directions. Fortunately France was attacking Italy, and England as heading for the Barents Sea. Russia and myself set upon securing the Balkans and knocking Austria down. By the end of 1904 Larry was down to two home centers. I had six and Russia four or five, because he was under heavy attack from England in the north, and therefore forced into an alliance with me.

It was obvious by now that an unholy alliance had formed between England, Germany, and France. Information filtered through that these three young players were all close friends. It was becoming apparent that any amount of screaming and yelling (another term for negotiating!) would not break this partnership easily.

Unfortunately the other four players were forced to ally together in order to stop these three forcing a draw. My personal opinion is that you play Diplomacy to win. If that becomes impossible at any stage; then one should attempt to force a draw, irrespective of "friendship."

As 1905 drew to a close the situation for the Quadruple Alliance was a very rosy one. Diplomacy had failed to force any one of the other three to attack another, but they were all convinced by our arguments enough to leave several units behind the lines to prevent an attack in the rear. Our alliance had a different attitude. Italy, Austria, and Russia had all their units on the front line; with mine caught up behind, unable to move without offending anyone. I had to get builds somewhere, and a "backstab"

was too tempting to resist. I firstly attacked Austria, eliminating him completely before he could avoid him changing sides. By then I could resist it no longer. Italy was holding the west, and Russia just had to go! By the end of 1908 I had fourteen pieces, fifteen of seven in three years.

As far as I am concerned the only way it is safe to "backstab" an ally is when it is possible to replace his own front line units with your own as quickly as possible. This is more important than just grabbing centers for early gain, because otherwise your ally will either gain directly also, or will be able to recruit your ex-ally as an ally in themselves.

Now it was victory or nothing! The triple alliance was stronger than ever now, and Italy and Russia were still there. With the game automatically ending at the end of 1911 and the likelihood of Kevin soon joining the other side, I was forced (is anyone going to believe this!?), to turn on Kevin's centers. I made it to sixteen but that was it. By the end of 1910 I was still on sixteen and we all agreed to end the game.

Several other games had produced countries on sixteen centers but the points system took account other factors as well. The next highest country to me was Germany with fifteen centers and there were six (!!) survivors in our game. I ended up scraping into second place by about one percentage point.

I far prefer face-to-face Diplomacy. You cannot NMR for a start, and that is rather a forte of mine. I have just handed a game I should have won to another player by NMRing at the vital moment. Irritating in the extreme.

I firmly believe that the main factor in my success in this game had nothing to do with my own ability. The unbreakable triple alliance was farcical. None of the three players had more than six centers (or less either!) until the last couple of turns. Their intransigent stance forced the rest of us into an alliance we would otherwise have avoided.

The game was not a classic by any means. It was, however, a classic demonstration of the level of irrelevance a triple alliance can bring to the game unless the other players are careful. My own personal tactic in a game, if I can manage it, is to form an alliance with one player and direct all my energies into quickly eliminating another. If your ally does the same, half the board is already yours. How simple it all sounds!

/And there you have it, the "wit and wisdom" of the man who came in second at this year's WORLD DIPCON. I suggest you read his article again, carefully. Who knows, it just might come in useful at the next DIPCON./

\*\*\*\*\*



MATT MCVEIGH (Upper Left):

\*\*\*\*\*

IT'S TRUE! IF YOU LIVE LONG ENOUGH...

Back in the late 1960s and early 1970s one of the American hobby's most active publishers was the late Don Miller. One of Don's magazines was called DIPSOMANIA. It was filled with all kinds of games and interesting material; which is why, after all these years, DIPSOMANIA is still a good read.

Well, DIPSOMANIA lives! I have just received the first issue of a new DIPSOMANIA published by G A. Bryant, Rue Jean Pauly, 121, B-4300, ANS, Belgium. He's looking for players on both sides of the Atlantic. So if you are a new player and want to try a new zine drop him a line and tell him DIPLOMACY WORLD sent you. Try a European zine for a change.

## SERBS AND SUSPECTS: A DIPLOMACY VARIANT

Thomas M. Kane

Revision is the sincerest form of flattery in the world of games, so here are two new scenarios for DIPLOMACY. Both help recreate the confusion which led to World War One. In the early twentieth century, terrorism and sudden uprisings ruined all attempts to settle matters in the Balkans, just as they do today across the Black Sea, in the Middle East. Another complication which DIPLOMACY does not include was that no nation at that time could be confident it knew what the others wanted. They had to worry that their neighbors were NOT trying to conquer the world. Both of these concepts can give DIPLOMACY players new things to bargain about.

## Balkan Nationalism

To simulate the unpredictability of far-eastern Europe, you might add an extra player who represents Balkan Nationalist factions. This player has home supply centers in Serbia, Bulgaria, Rumania, and Greece. When the game begins, no Balkan units are on the board, but the Nationalist may begin building them in the first move. The Balkan Nationalist has both special advantages and special handicaps.

When the Balkan player builds a unit, the new piece is treated as if it had been there on the previous turn. Thus, if a foreign unit was attempting to move in and take the "empty" supply center, it could not advance without support. Better yet, the Balkan player may build in a home supply center whenever it has been left empty in the previous turn, even if some enemy previously occupied the province. Except when an enemy army is actually in these supply centers, the Nationalist controls them. Any nation which wishes to master the Balkans will have to keep its armies there, to suppress such uprisings.

Unfortunately for the Nationalist, the different Balkan provinces are independent countries. They should each have distinct pieces representing their armies. Units which were built in different areas of the Balkans never support each other, and Balkan armies will not convoy foreign Balkan armies. The only way the Balkan player can unite these units is to conquer several of his (or her) own nations with the armies of one. Balkan nations can be treated independently with respect to supply centers and builds, so, for example, if Serbia occupies Rumania, it is entitled to build a second Serbian unit, which can support the first one.

If eight players are not available, you might make the Balkans player a "Balkans/Ottoman" player and give that player Turkey too. Under these rules, Turkey begins play with its units in Constantinople and Ankara, but not Smyrna. All Turkish supply centers will produce Turkish armies, but the Balkans remain disunited. This means that Turkey will begin play weak, but has a chance to overrun the whole peninsula, just as Austria and Russia feared Turkey would.

## Variant Victory Conditions

The "winners" of World War I barely conquered any territory, and the empires of that time competed over many issues, not just land. Actually, no nation felt completely sure it knew what the others wanted. The Kaiser of Germany wrote several "Letters to the British People" to insist that the expanding German navy was intended to support the German colonial empire, not threaten England. Of course, nobody believed him. In DIPLOMACY, this confusion can be simulated by secretly assigning each country a set of victory conditions, which may or may not be the same. A gamemaster may carefully choose what a nation's goal is, or the conditions can be numbered, placed in a hat, and drawn. Gamers may tell each other what their nation needs to win, and they may also lie.

## Possible Victory Conditions

1. To capture any ten supply centers, among which must be at least one Home Supply Center of a particular enemy. This foe must be chosen, written down and informed of the fact before play begins. However, the other players need not know of the enmity.

2. To capture any eighteen supply centers, as usual.

3. To prevent any other player from winning the game for twelve turns.

4. To obtain at least two times more units (armies and fleets) than any other country.

5. Other variants, especially those which introduce economics to DIPLOMACY, make many more victory conditions possible. For example, with my "Interests of Trade" variant, published in DIPLOMACY WORLD 47, nations could need to obtain twenty manufactured goods tokens, twenty raw materials tokens, or 1,000 "credits."

Historians still argue about the goals of World War One, but the following motivation would probably be fairly realistic. Germany and France each wanted to expand and conquer each other. England hoped to maintain the status quo and rebuild its once-invincible navy. Russia, Turkey, and Austria-Hungary all hoped to expand and capture more territory. The Balkan player, if this variant is also used, would have wanted to capture territory and punish Austria-Hungary.

Whichever country obtains its goal first wins and if two nations succeed simultaneously the game continues until only one victor remains. The final winner need not be one of the original two. This period of trying to overcome the winners could be one way of interpreting the "twenty-years-crisis" between World Wars One and Two, where France and England had defeated Germany, but the Germans hoped to refight the battle.

Both of these rules give players more things to negotiate about. A Serbian Nationalist will make the Balkans far harder to colonize, and forces all the Powers around that area to accomodate him. The Nationalist himself might cautiously try to negotiate foreign units away and unite all the provinces with one army. Alternatively, the Nationalist could raise an army in each area, and try to win several foreign wars at once. The victory condition variants divides players into satisfied blocs and ambitious factions, making some alliances solid, most conditional and a few impossible. As a consequence of alliances being stronger, players will trust their allies more, giving traitors far more opportunities. Players must try to deduce their opponents' motives, deciding which ones coincide with their own. Some players must keep current borders stable. Others will eagerly conquer each other.

Serb ★ Army	Serb ★ Army	Serb ★ Army	Serb ★ Army	Serb ★ Navy	Serb ★ Navy	Serb ★ Navy	Serb ★ Navy
Greek ★ Army	Greek ★ Army	Greek ★ Army	Greek ★ Army	Greek ★ Navy	Greek ★ Navy	Greek ★ Navy	Greek ★ Navy
Bulgar ★ Army	Bulgar ★ Army	Bulgar ★ Army	Bulgar ★ Army	Bulgar ★ Navy	Bulgar ★ Navy	Bulgar ★ Navy	Bulgar ★ Navy
Rumanian ★ Army	Rumanian ★ Army	Rumanian ★ Army	Rumanian ★ Army	Rumanian ★ Navy	Rumanian ★ Navy	Rumanian ★ Navy	Rumanian ★ Navy

## DIPLOMATIC ENCOUNTERS

*Designed by  
Rick Dorsey & Steve Spriggs*

Diplomatic Encounters (DE) is a game which combines the features of Diplomacy and Cosmic Encounters. This is achieved by allowing the players in a game of Diplomacy to use Special Powers from the game Cosmic Encounters. These Special Powers allow each player their own unique means of "bending" the rules to their advantage. This game was play tested by the Vitro Gaming Club of Wheaton, MD and has been played several times at Origins in Baltimore. It is a balanced game and gives enjoyable results.

DE uses the standard map and rules that are usually associated with Diplomacy. Each player is required to follow all of these rules, except for the ones which their Special Power(s) specifically say they can bend. In the initial game setup, it must be decided how the powers will be distributed, the number that each player will get, and how long they may keep them. During play testing, it was decided that two Powers per player was the ideal number to handle. In order to introduce all of the Powers into the game, the favorite mode of play is for the players to submit a preference list for the first of two powers, then have the GM randomly assign the second power. Each Winter season, the player has his choice of which power to keep, and a new power is then assigned (randomly or by preference list).

The obvious question is: "Which powers are the best?" The most universally liked powers are the first four on the list below: Dirty Harry, Citadel, Speedy, and Sneak. Some powers are obviously better suited to maritime positions (Amphibian is very popular with England and Turkey). Most powers are useful only in certain situations. If that situation occurs, the power is very helpful, otherwise it may be entirely useless. The Invisible Man is a case in point; having an invisible fleet somewhere in the North Atlantic can be devastating to a paranoid English or French player, but having an invisible army in the Balkans is useless as each player can see its obvious location.

Since some powers function during what are normal retreat seasons, these must be played separately. Likewise, Winter seasons must always be played separately because that is when the powers change hands.

## **General Limitations on Powers**

**GL1.** Any power which says “See GL1” may not be combined with another “GL1” power within a single unit during the same season. For example, German A Munich which is a “Dirty Harry” unit may not be a “Citadel” unit, but F Kiel may be a “Citadel” unit.

**GL2.** Any power which says “See GL2” may not be used against the same opposing player for two consecutive seasons (Spring-Fall or Fall-Spring).

## **Powers**

### **1. Dirty Harry**

One unit is designated as the “Dirty Harry” unit. This unit now has a value of 1.5 in an attack, or in support of an attack. If attacked by a single enemy unit while giving support, only 1 of the 1.5 support is cut. An attack by two units, separate or combined, will cut all of the 1.5 support. Once designated, the “Dirty Harry” unit remains the same unit until it is annihilated or disbanded. Only then may another unit be designated the “Dirty Harry” unit. See GL1

### **2. Citadel**

One unit is designated as the “Citadel” unit. This unit now has a value of 2 when defending or supporting a holding unit. If attacked by a single enemy unit while giving support, only 1 of the 2 supports is cut. An attack by two units, separate or combined, will cut both of the supports. Once designated, the “Citadel” unit remains the same unit until it is annihilated or disbanded. Only then may another unit be designated the “Dirty Harry” unit. See GL1

### **3. Speedy Gonzalez**

One unit per turn may move prior to all others, then make a normal move (i.e. two moves per turn). Speedy orders are submitted with normal orders. The same unit may not “Speed” two consecutive seasons. See GL1

### **4. Sneak**

One unit per turn moves normally, then moves again with the retreat orders (i.e. two moves per turn). Sneak orders are submitted with the normal retreat orders. The same unit may not “Sneak” while retreating, nor during two consecutive seasons.

A stand-off occurs when the "Sneak" move conflicts with a retreat. The retreating unit disbands, while the "Sneak" unit merely fails to move. See GL1

5. **Spy**  
All moves for this player may be made contingent upon any one simultaneous enemy order. Player cannot spy on the same enemy unit during two consecutive seasons. Orders must include all possible unit contingencies.
6. **Paratrooper**  
One unit per turn may paratroop. This unit must originate in a Supply Center which it owns, may then fly over any one territory (land or water) to land two territories away. If an enemy unit attempts to occupy the starting Supply Center, the Paratrooper must succeed or be annihilated. Standard numerical advantage applies to success or failure. Paratroopers may be supported as in any normal attack. The unit may be an army or a fleet. See GL1
7. **Torch**  
During the retreat orders, this player may destroy a Supply Center from which the player's unit was forced to retreat from. The torched Supply Center is removed from play until three "rebuild SC" orders are submitted by the torched SC's current occupier. "Rebuild SC" is in addition to normal unit orders and do not have to be consecutive. A partially rebuilt SC may be "retorched". The total number of SC's in the game may never be less than 32.
8. **Builder**  
The Builder can create a new SC after a lengthy stay in a non-SC territory. An occupying unit must Hold and "Build SC" for three turns (need not be consecutive) to create the SC. The total number of SC's in the game may never be greater than 36.
9. **Rescinder**  
One Rescinder unit attack order per turn may be changed to "HOLD" with retreat orders. All prior-turn adjudications affected by this "rescind" are re-adjudicated accordingly.
10. **Propagandist**  
The Propagandist may prohibit one specific normal enemy unit order. This player may not prohibit use of an enemy power, or a movement order applied to a special

power. The Propaganda order is written “Prohibit A Rom (S) A Apu-Ven”. The result of a prohibit order changes the enemy unit order to “HOLD”. In this example, A Rom would have been changed to A Rom H, but A Apu would still attack Ven. If the prohibit order specifies a non-existent (NSO) enemy order, then GL2 does not apply. See GL2

#### 11. Amphibian

The Amphibian has the power to change from armies to fleets and fleets to armies. A fleet converts to an army anywhere at the owners discretion. Converting an army to a fleet requires that the army begin the move in a SC (to build the ships, of course). The order to convert is in addition to normal orders for the units converting. The enemy is unaware of the conversion until after the converted unit has moved. See GL1

#### 12. Invisible Man

One unit per turn is designated the Invisible Man at the owners discretion. This unit is visible only to the owner and the GM. Orders should be written “F Mid(Man)-Bre, F Eng (S) Man-Bre”. This set of orders would be published as “Man \_\_, F Eng (S) Man”. An exception to secrecy is the Invisible Man captures a neutral or enemy SC as a result of a Fall turn. In the above example, orders would be published as “Man-Bre, Eng (S) Man-Bre” for a successful Fall capture. See GL1

#### 13. Island Hopper

Armies are permitted to occupy bodies of water without having any effect on the enemy or friendly fleets occupying or attacking that body of water. A Hopper unit can not land against opposition, even with numerical superiority, nor can the Hopper unit stand off while attempting to land. If the Island-Hopper power is lost while armies are Hopping, the player has one turn to land or the Hopper unit drowns. See GL1

#### 14. Merchantman

A Merchantman fleet at-sea during Winter accounting may qualify to be a “Merchant”. The Merchant is self-supporting and does not count towards unit totals vs. SC accounting. The number of “Merchants” which the Merchantman can support is dependent on the number of SC’s controlled. Following is the table showing the number of SC’s/Merchants supported: 1 SC/0 M, 2/1, 3/1, 4/1, 5/2, 6/2, 7/2, 8/3, 8+/3.

**15. Annihilator**

The Annihilator may submit an order to annihilate one enemy unit per turn. In order to be successful, the specific enemy unit designated to be annihilated must be dislodged by the Annihilator on the turn the “ANN” order was submitted. See GL2

**16. Amoeba**

One unit per year may be the “Amoeba”. This unit is designated in the Spring, then moves in the Fall. When designated, the Amoeba splits into two units, both holding, with a combined defense value of two. Both units may occupy the same territory only at the end of the Spring move, they must separate or fuse back into one unit at the end of the Fall turn. For Fall orders the Amoeba is treated as two units temporarily occupying the same territory. i.e. Turk A Bul-Amoeba, Fall: Turk A Bul-Rum, A Bul (S) A Bul-Rum. Whether Bul-Rum succeeds or fails, the Turks end up with a single unit in Bul again. See GL1

**17. Taunt**

One unit per turn can “Taunt” one adjacent enemy unit in addition to its normal order. The adjacent enemy unit is then forced to attack the territory where the Taunt unit began the turn. Any enemy unit using a special power is not affected by taunting. See GL1 & GL2

**18. Gypsy**

All Gypsy units can carry a SC into a non-SC territory. Only one SC is ever permitted per territory. Gypsy orders are part of a unit attack order. i.e. Turk A Smy(Gypsy)-Syr. At the end of this turn, Smy no longer has an SC, but Syr does. The SC remains in Syr until Gypsy chooses to move it again.

**19. Marine**

The Marine does not need to land a convoyed army. The army can remain in the same body of water as the convoying fleet until the Marine chooses to land the army. After at least one full turn in the water, the “convoying” fleet may support the army land attack. The Marine can convoy foreign armies in the same manner, but the army can mutiny, destroying both units.

**20. Kamikaze**

One unit per turn may be the Kamikaze. Kamikazes annihilate any units which attempt to enter or which occupy but fail to leave the “Kamikazed” territory. The Kamikaze

unit does not survive a successful attack. i.e. English F Edi Kamikazes North Sea. Any unit including friendlies, attacking into or defending out of North Sea is annihilated as a result of this move. See GL2

21. **Zombie**

Units belonging to the Zombie die only in battle, never during Winter accounting. The zombie player builds new units based on conventional rules, i.e. total units equals total SCs.

22. **Besieger**

One unit per turn may be the Besieger. An attack by the Besieger forces the enemy unit being attacked to cower in fear (its order is changed to "HOLD"). See GL2

23. **Trader**

The Trader trades control of one friendly for one enemy unit each turn. The order is submitted as part of Winter orders to take effect the following Spring or as part of the Summer retreat orders taking effect during Fall. Control of an enemy unit using a power is not permitted. See GL1 & GL2

24. **Zap**

The Zap cancels use of one power for the following two turns. A Zap submitted with Spring moves cancels a power for the following Fall and Spring turns, or Winter turn depending on when the Zapped power was effective. No power can be zapped again until one full year of being unzapped has elapsed. See GL2

25. **Nomad**

The Nomad may build in any SC he owns, when the SC in unoccupied and conventional Winter build rules permit a Winter build.

26. **Diplomat**

The Diplomat has the power to impose peace between occupied territories by making the border impenetrable. The Diplomat chooses borders to become De-Militarized Zones (DMZ). DMZ's must border territories occupied by two opposing players. The Diplomat may declare as many as three contiguous borders to be DMZ's when the DMZ's are adjacent to opposing units of two non-Diplomat players. The Diplomat may only declare one border a DMZ when he is one of the two opposing DMZ units. i.e. Spring: France DMZ Bur-Ruh, A Bur-Bel; German A Ruh-Bur/imp.

Fall: France DMZ Ven-Tri, DMZ Tyr-Tri, DMZ Tyr-Vna; Austria A Tri (S) A Vna-Tyr/imp. A Vna-Tyr/imp; Italian A Tyr (S) A Ven-Tri/imp, A Ven-Tri/imp. In Spring, France DMZed one border between himself and German. During the Fall, France DMZed three borders between Italy and Austria. In each case the DMZ took effect the same turn and foiled attack plans. DMZs disappear immediately after the following retreating season. See GL2

27.

#### Clone

The Clone begins the game with the Dirty Harry power. This is the first "cloned" power which the Clone has. Each turn in which the Clone forces a retreat or captures an enemy SC, the Clone gives up his current "cloned" power and assumes one of the two powers possessed by the retreating or captured enemy player. The Clone chooses which power to assume, but the new power must replace and change the current "cloned" power. Cloning does not void the opponent's power, just duplicates it. If multiple retreats/captures occur, the Clone chooses one from among all of the retreating/captured powers. The choice of "cloned" powers is submitted during Spring retreats (Summer) and Winter turns and becomes effective immediately.

28.

#### Pygmy

Each Pygmy SC supports two half-power Pygmy units. Two Pygmy units may occupy each territory. One unit is sufficient to own a territory. Two Pygmy units occupying the same territory can, at the Pygmy's option, be designated as a "Pygmy \* 2" unit. This "Pygmy \* 2" can attack, support, or defend as a single normal unit. One Pygmy fleet may convoy two Pygmy armies simultaneously. When Pygmy loses the Pygmy power, each occupied Pygmy territory contains one normal power unit, which must be supported as such during Winter accounting.

## DIPPY DOODLES

IT MUST HAVE  
BEEN BEGINNERS  
LUCK!

THANKS SO  
MUCH FOR  
ALL YOUR HELP.

(AND SUPPLY CENTERS)



R

## A CREATIVE GAMEMASTERING TOOL: THE FREE PASS

Mark Berch

Surely one of the most agonizing dilemmas a gamemaster can face is an No Moves Received which turns out to be the gamemaster's fault. These have occurred even with good gamemasters under a variety of circumstances. In one such incident, a gamemaster crafted a solution that other gamemasters may want to use as well.

In the spring of 1981, Blair Cusack moved, and sent a change of address form to Randolph Smyth, publisher of FOL SI FIE. This was received by Randolph, but FOL SI FIE #139 was mistakenly sent to the old address. Blair never got it, and in #140, he was No Moves Received in his two games, 1987M and 1979Y. Ordinarily, it would have been Blair's responsibility to inform the gamemaster that #139 had not been received on schedule. The problem was, the Canadian postal strike of 1980 had delayed #139, so it had no expected time of arrival. However, Blair was not totally blameless. The deadline for #140 was more than five weeks after the end of the strike. Blair should have realized that something was amiss, as FOL SI FIE is normally a rather punctual magazine. Randolph would not have been expected to wait so long before resuming publication. So while the main fault was the gamemaster's, there was contributory negligence by Blair. Randolph called it, "My most difficult decision as a gamemaster that I can remember."

The usual solution is a replay of the season. However, this can cause more injustices than it would solve, and Randolph felt that this might be the case in the two games as well. Further, it is normally used when the player is blameless, or virtually blameless.

So Randolph retained the No Moves Received, but gave Blair one "Free Pass" in each game. The next time his orders failed to appear, Randolph would, at his own expense, phone to get the orders, or delay the games for an additional interval to give him a chance to get them in. After such a "prevented No Moves Received" in the game, he would have used up his free pass in the game—it was not a perpetual guarantee against No Moves Received. It would vanish when the game ends or was transferred to another gamemaster, or if he resigned from the game. Blair thus had the protection, and his promises had a bit more credibility, since no one could figure that he might No Moves Received. There were no objections to this plan.

Such a plan could have applicability even in cases where the player was blameless. There are some gamemasters who feel that a replay will always introduce more unfairness than it eliminates, and so do not replay under any circumstances. The free pass could then ameliorate some of the harm. This palliative measure could be fine tuned to say that it would be used only if the player was partially at fault (as was the case in FOL SI FIE) but permanently in the game if the player was blameless. If the gamemaster does not want to get into an argument about the appropriateness of the remedy, he or she should put it into the Houserules. This way, no one can object if it is used. I would also suggest that the rule specify that the free pass cannot be transferred either to a replacement player or to another player in the game. It's a protection for the person, not a property right.

It's not an ideal solution; there isn't going to be one for such a dilemma. But it does give the victimized player at least something, and other players shouldn't feel that he's been over-compensated.

\*\*\*\*\*

DID YOU SEND YOUR DW RENEWAL CHECK YET? IT'S ALMOST TOO LATE

FOR ANOTHER REMINDER. AREN'T YOU GLAD?

## EDINBURGH VS. YORKSHIRE: THE FRENCH CONNECTION

Mark Berch

Unless the English player plans to open Fleet London-English Channel, he must consider the question of whether to move his army to Edinburgh or Yorkshire. Writers discussing this topic normally analyze the decision in terms of the trade off between: (1) Yorkshire's ability to defend London against French Fleet English Channel, thereby freeing Fleet North Sea for other duties; and (2) Edinburgh's ability to be convoyed to Norway, thereby, again, freeing Fleet North Sea for other duties. These are of course significant considerations, but in any given game, they might not be a factor in English planning at all. He may have no interest in convoying to Norway, or any fear of Fleet Brest-English Channel. There is a third factor, which is the subject of this essay.

Suppose that England wants to launch an attack on France in 1902, or just wants to be well positioned for it should he decide later to do that. Perhaps he cannot find an ally for a 1901 attack, and does not want to do it alone. Or perhaps he needs time to see what the Russian stance will be.

The traditional anti-French build in 1901 is Fleet Liverpool. This has the drawback that the unit does not threaten any French centers in 1902, but more importantly, it throws away any element of surprise. Persuading France that Fleet Liverpool is not anti-French is such a formidable task that I daresay most English players won't bother. The French player, upon seeing such a blatantly hostile build, is likely to make sure his relations with Germany and Italy are in the best of order. Letters may go to Russia urging him north, etc. This is not what the English want. Better that France should be busy moving against Italy or Germany, perhaps urging Russia to support the latter venture.

A build of Fleet London permits Fleet London-English Channel with Fleet North Sea either supporting, or being involved in Belgium. In the long run, it is not as powerful a threat as Fleet Liverpool-Irish Sea, but if it catches France off guard with, for instance, Fleet Spain (south coast)-West Mediterranean, Fleet Marseilles-Gulf of Lyon instead of Fleet Spain (south coast)-Mid Atlantic, Fleet Marseilles-Spain (south coast), that can be worth a great deal. The problem is, France is likely to say, "If you're keen on a fleet, and you don't want me to build Fleet Brest, then I expect you to build Fleet Edinburgh, which goes to the North Sea just as well as Fleet London." And that is where Army Liverpool-Edinburgh comes in.

In the fall, England does Fleet Norwegian-Norway, and attempts to convoy the army to Belgium, Holland, or Denmark. If the convoy succeeds, the plan is washed out, but England can console himself with two builds. But if the convoy fails, Edinburgh is occupied, and thus England has the perfect excuse to build Fleet London. In a sense, Belgium is the best target, since that is least likely to irritate Germany. But even a standoff in Holland or Denmark may be acceptable to Germany if he's apprised of the plan and is getting Belgium. Such a standoff would be further evidence, to France, of England's pro-French leanings.

Thus, the choice of Yorkshire or Edinburgh has ramifications for Winter 1901 as well as Fall 1901, and the English player who wants to plan for France as first victim would be wise to take that into account.

/Editor's Note: This article originally appeared in DOLCHSTOSS in 1986./

\*\*\*\*\*

PROVE YOU ARE A WACKO! GIVE A BAD BOY A DW SUB FOR CHRISTMAS!

## YOU BE THE GAMEMASTER: PART TWO

Mark Berch

One of your players normally sends in a self-addressed postcard with his orders which you mail back to him so he can be sure his orders arrive. Suppose:

A. He includes a second postcard, addressed to another player in the game, and with the same message, which is: "'Your Spring 1905 orders have arrived.' Will you mail that one as well?

B. Suppose the postcards were included with a second set of orders, and each postcard says, "I have received your new orders for Spring 1905." But on inspection, you see that the orders are exactly the same. It occurs to you that the player may be intending to trick his ally into thinking that he's altered his orders when he has done no such thing. Will you mail the second postcard?

C. Same as A, but suppose the second postcard, you notice, has the return address and the other player's address in reversed position (in other words, it's actually addressed to you, the GM, with a return address of the other player in the game). This postcard will come back to you. It occurs to you that this may be deliberate—the player may want his ally to think that orders (or change of orders) weren't sent in, and he may want to later claim that he tried to do it right, but goofed (akin to a deliberate misorder). Will you mail it?

D. Same as A, but suppose the postcard included some information about a vote such as he had written on the postcard to go to the other player, "I have received your Spring 1908 orders and your 'Nay' vote." Would you mail it? Would you mail it if his actual vote had been "Yea"?

E. Similar to A, but this time, with partial information on game orders, such as "I have received your fleet removal, and your Spring 1909 orders." Would you mail it? Would you mail it if he had actually removed a fleet?

\*\*\*\*\*

## HOBBY NEWS

## THE DIPLOMACY ALLIANCE AGAINST AIDS:

As part of last year's Runestone Poll campaign Simon Billenness and Barbara Passoff led a campaign to raise money for cancer research. Some \$1,400 was raised through their good efforts. Because I believed that such research is the responsibility of the Government, not private charity, I chose instead to make a donation to my local AIDS Project; which provides help to AIDS victims.. Well, Simon and Barbara took up my challenge and this year many of you donated some \$900 to their fund raising drive for AIDS research. Once again I believe the money should have gone to AIDS victims relief, not research since that is or should be a governmental responsibility. If you question my reasoning I urge you to read Randy Shilts book *AND THE BAND PLAYED ON*; which is now available in paperback. All of those of you who donated are to be commended and perhaps your donation will make a difference to the first hobby member to be stricken with this disease. It's already happened.

## WAR ENDS AND PEACE FOLLOWS:

One of Britain's top zines, Derek Caw's *WAR & PEACE*, has folded. W&P went out with a bang, however, as a W&P team captured the team championship at this year's WORLD DIPCON. We've also lost our British correspondent and I'm looking for a replacement.

## CANADIAN DIPLOMACY ORGANIZATION GOES MULTI-LINGUAL

The new president of the CDO is Claude Gautron, 150 rue Masson, Winnipeg, Manitoba, R2H 0H2, CANADA. Contact him for info about the CDO.

## ELECTRONIC MAIL DIPLOMACY

SOFTWARE REVIEW: JUDGE (A GAMEMASTER'S DELIGHT)

Les Casey

There have been many attempts to create software that would permit a gamemaster to process orders. I have witnessed six attempts myself, of which only one carries my highest recommendation. Please be advised, however, the software to which I refer is not a program that allows one or more players to play against the computer. Avalon Hill's DIPLOMACY disk does that, although not very well. This software is only for gamemasters. It will permit you to judge your own game(s) in an efficient, error-free manner.

The program is written in a form of Pascal. I have the source code available, but I will not release it unless developers can show a way in which to improve the program. The program, however, I am willing to make available to anyone. It runs, perfectly fine, on IBM XT/AT or compatibles. Normally I would distribute the disk as shareware, for no charge, but in fairness to the Diplomacy organizations, I feel that a fee is necessary, mostly because the software is so great. It's really worth a million. Thus, anyone who sends me \$20.00 U.S. or Canadian, will receive the program (360K disk) which includes documentation and a sample game. I will donate \$15 of all amounts submitted to DIPLOMACY WORLD for Larry to use on hobby related services as he sees fit.

As with all programs, certain trade-offs had to be made. The author implemented the procedure whereby Spring orders/Spring retreats and Fall orders/Fall retreats must all be submitted at the same time. (Otherwise known as the European system). For those who insist upon accepting orders on the Spring Orders followed by Spring Retreats and Fall orders followed by Fall retreats format, this program is not for you.

To put into perspective just how effective this program is, THE DIPLOMACY HAVEN (613-738-1361) is now carrying six games on weekly deadlines. The system operator can process all six games in less than one hour, including printing of map reports. We have been using the program for one year, and have found no bugs.

In what appears to be an easy task at first, writing a Diplomacy adjudication program is actually quite complex. The resolutions of the convoys are particularly difficult. Finally, a program exists that permits gamemasters to effectively process orders.

Send your request to: JUDGE SOFTWARE, C/O Les Casey, 33 Nestow Dr., Nepean, Ontario, K2G 4M2, CANADA.

\*\*\*\*\*

## ANOTHER HAND AT THE CENSUS HELM

Ken Peel has shifted responsibility for the hobby's census to Dick Martin, 17601 Lisa Dr., Rockville, MD 20855. If you are a pubber or a GM with an extensive players roster be sure to send a copy of your mailing list to Dick so he can include hobby members from as many sources as possible. And do it soon, please.

## THAT OTHER ELECTION

A lot of people still haven't made up their minds about who they are going to vote for. I have two questions for you to think about as you go into the polling booth. First: Don't think about the candidate's positions on a specific issue or what they might do in a particular case if such-and-such happened. We can never anticipate what crises will confront a president. Instead, ask yourself how this man will react under pressure period. Second: consider the advisors the candidates have chosen. That will tell you much about what kind of person he is. And then go in and mark your ballot...for Thatcher, Gorbachev, or John Paul.

## THE HOBBY, OR GONE AND BACK AGAIN

Bob Hartwig

"Why are you getting back into Diplomacy again? You've been away for nine years now! A wife, children, home, career, commitments--you're not a teenager anymore."

I told myself all of these things before picking up the phone a few months ago. That call to Avalon Hill sealed my fate - a return to the Diplomacy hobby.

Unfortunately, that voice at the other end of the line was extremely helpful. "Yes, people still play Diplomacy. Of course there's still a postal hobby. Yes, I can help you get in touch with active players. Just a minute and I'll find some names and addresses for you..."

Before you know it, hosts of PBM Diplomacy fanatics are sending information. A copy of BUSHWACKER in the mail box. Cal White's second zine, NORTHERN FLAME. Letterhead from the Institute for Diplomatic Studies. The missing issues of the zine I folded 9 years ago - sent by the person I was feuding with at the time!

Speaking of Cal White, it's strange that he should return to the hobby at the same time as me. Does he still remember that stab back in 1977? Why does he keep sending Ginsu knives with each letter? Why do phone calls keep coming with no one at the other end? He seems so friendly these days, but...

The tell tale signs start to show around the house. A game sits out on the dining room table for weeks on end. Wooden blocks are always scattered about on the carpet. Stacks of correspondence appear in little used niches beside the bookcase. Pencils, pens, and stamps seem to show up in the strangest places. Letters are greeted by my wife with a roll of the eyes while she sadly shakes her head.

Brainwashing a two year old - "Come on now, say D-I-P-L-O-M-A-C-Y. Very good! Now the skinny ones are fleets and the fat ones are armies..."

"No dear, you cannot give your son Conference Map wallpaper for his birthday. He won't understand. And the new baby may not have a rattle made out of your wooden armies and fleets!"

Before you know it, you've signed up for a game, then two. Next thing you know you're on a standby list. "Well, maybe I'll restart the zine, but only one orphan game...at first..."

The local post office sends their "Customer of the Year" award. The neighbors start to wonder why the lights are on late into the night. Coworkers think that your talk about "this great game" comes from a deranged mind. "Boy, he DOES need a vacation!"

Your wife wonders why anyone would want to go to Texas in mid-summer.

Returning to the hobby does have its drawbacks. "Why did I throw out those old issues of DIPLOMACY WORLD two years ago?" (Not to mention old BUSHWACKERS, EVERYTHINGS, etc. etc.) After all, something in those old issues could give you a little leverage in a new game - you never know.

And just who is Kathy Caruso? Is this really just an alias for Edi Birsan? One never knows for sure, especially when one has been absent for 9 years.

And so it goes. The big three-oh" crisis arrives. The hobby is the golden opportunity to relive those teenage years, or is it? With any luck, at least a little maturity has been gained in nine long years. Will it help your play? Can you stay out of feuds? Will you actually win a game one of these days?

Can you manage to stay out of hobby politics this time? Hopefully that pimple-faced teenager no longer needs the ego boost. After all, if you can't develop any confidence being in the working world, you'll never develop it.

What did those years in hobby politics accomplish? Probably not much. The same things are still happening today that were happening in 1979. But there is always hope.

Hobbyists beware! Fact IS stranger than fiction. Don't think that dropping out of the hobby is the final word in the matter. It's an addiction. Withdrawal symptoms may take years to appear, but the hobby is a patient taskmaster. And people have low

resistance to anything addictive.

There you have it. It's not a pretty picture. After years of living without, another poor soul is drawn relentlessly back into the Diplomacy hobby. It's only a short step from here to becoming a wino on a street corner. But there is a way to prevent this scene from happening to you. Don't ever leave the hobby in the first place?

Note: The author was active in the PBM hobby from 1972-1979, including five years as a publisher and gamemaster. He flamed out in 1979 in a blaze of mediocrity, having served as a controversial president of the International Diplomacy Association. Until the Diplomacy bug bit for the second time, he lived a quiet, normal life in suburban Denver, Colorado. His current political stance is "It's for the birds." His playing philosophy is "Boys just want to have fun." With any luck, this renewed interest in Diplomacy is only a temporary setback in his life!

\*\*\*\*\*

#### WE'RE LOOKING FOR A FEW GOOD MEN...AND WOMEN TOO!!

Believe it or not DIPCON XXII is only nine months away. And I'm already scared. In the last month or so I've spent almost as much time thinking about and planning for DIPCON as I have on DW. Hopefully that won't show too much. But, as the months move on that is going to be the case more and more. I can't recall a case before where two such important jobs were being handled by one at the same time. Frankly I need help. I need the help of the DW staff to carry even more of the DW load, and with even less guidance from me. I need volunteers to join the DC staff so that we can begin work on the best DIPCON ever. Some people feel that it is impossible for us to equal the job done at WORLD DIPCON this year and that we should accept that. I refuse to do so. However, I realize that unless I can mobilize you, all of you, to get behind our efforts we're not going to equal, let alone surpass WDC I in either quality or quantity.

I have some new, even radical, ideas about what DC should be like. I've put them together in a couple of documents. If you are interested in joining our staff they are yours for the asking. At this point we want to stimulate as much discussion as we can about cons in general, and DC in particular. Then, very soon, we'll start to make plans for next year's event. But keep in mind that if you don't volunteer to help now, and you don't get in on the planning, and you don't get actively involved in DC itself; I don't want to hear your complaints later. Frankly, I don't want to hear any more about the 1990 DIPCON or WORLD DIPCON II. Let's hear a bit more about DIPCON XXII.

In addition to your ideas, and your volunteering to join the DC staff, we need your financial support. That is the chief purpose for the **Holiday Catalogue** included in this issue: to help raise funds for DIPCON. After two weeks of visiting some 20 different hotels I can tell you that I haven't found any quads for \$40.00 a night, especially with a swimming pool and golf course. So, if you didn't take advantage of what San Antonio offered, kick yourself. You have only yourself to blame. And start saving your pennies so you can come to San Diego next summer. In the meantime your purchases of the items offered or your donations of cash, goods, or services are needed. Needed badly, I might add.

But more important, I think, than anything else right now is a change of attitude on the part of the hobby. I know, from experience, that that is the hardest thing to pull off there is in the hobby. I know, sure as the sun rises over the Triumph Tower, that some people are going to not only passively but actively oppose what I am going to propose. Good. We need a good discussion. And I need a good fight. I've watched too many feud for too long about trivia. Now I want to see some constructive dialogue about something important. So, if you have an opinion let's hear it. If you don't, please keep your eyes, ears, and minds open. By the time next summer comes around I may have made a believer, and a Good Boy, out of you!

MELINDA ANN HOLLEY

Germany is located in the middle of the board. To me this is reminiscent of wheel spoke. Germany can spread out in many directions and can influence just about any country on the board.

Conceivably Germany can pick up Holland and Denmark for two builds in 1901. France is not in Burgundy and there are no armies in Tyrolia or Silesia, Germany may also pick up Belgium in 1901. This action, however, could possibly upset both France and England, even if they are at war. Someone is bound to point out to them (and the idea probably would occur to each of them independently) that a six center Germany in 1902 could be a powerful threat to each of them.

The smart move here, unless you are very sure you will be able to deal with the possible alliance, is to allow your ally (either France or England) to take Belgium and you be satisfied with two builds. However, if France is menaced by an English fleet in the English Channel or an Italian army in Piedmont (or if Russia has opened to St.Petersburg, thereby threatening England's ability to take Norway in Fall 1901) you may be able to convince your ally to allow you to take Belgium, thus denying it to the enemy.

There is always the question of whether or not to open to Denmark. By opening to Denmark, the German has a valuable diplomatic card to play in the east. He can help another country (England, Austria, or Turkey...whoever Russia is attacking) by denying Russia a build by bouncing him in Sweden in Fall 1901. Conversely, he can do Russia a favor by not bouncing him (and possibly angering another power). Unless Germany feels ready to deal with an irate Russia in 1902 or is more than reasonably confident that Russia will not be able to retaliate for the bounce, there is little reason to bounce Russia in Sweden unless Russia's Spring 1901 moves are hostile to Germany or Germany wishes to curry favor with a third power.

Generally speaking, Germany will ally with either France or England against the other. If Germany has allied with England against France then German support of England to Belgium in Fall 1901 is to be seriously considered. If Germany has convinced France to take Iberia in 1901, then Belgium is assured for the Anglo-German forces. (The same suggestion coming from England would probably not work as France would not particularly want to see English armies on the continent.) The Anglo-German forces are then in a position to force Burgundy in 1902, especially if England is able to support himself to the English Channel and threaten Brest and the Mid Atlantic.

After France is eliminated (or significantly reduced so that attention can be turned elsewhere), Germany must decide whether to remain with his English ally or stab him. If he has not built fleets then he's better off to march his armies elsewhere. Without naval support, England cannot be conquered. Germany could stab his English ally and take continental supply centers and then build fleets. However, this could be very risky unless Russia is in a position to attack England in the north or Italy's fleets are moving northward to aid Germany.

If Germany decides to remain with the German-English alliance, attention must be focused on Russia if that country is still a viable power. A combined German-English attack on Russia could prove effective but they would have to move quickly and decisively because they are going from the western edge of the board to the eastern theater. Conceivably, if Russia is somewhat on the ropes, England and Germany could help him out by sending England's forces into the Mediterranean and the German's forces moving either against Italy or Austria.

Another option is for Germany and England to attack Russia first. Either they have formed what is called a Western Triple (Germany, England, and France) with the idea of stabbing France as soon as Russia is crippled or they have included Italy in the agreement to ensure France is too busy defending himself against a combined German-English and Italian alliance to threaten them.

The German-Russian alliance is usually formed in response to a strong English-French alliance. Russia's interests are not well served to stand by and watch Germany fall to the English-French duo as he is likely to be England's next target. If possible, Germany would need to convince Italy to send at least one (if not more) units against France. This would force both England and France to fight on two fronts.

The German-French alliance usually targets England first. If conditions are right, the German-French alliance can take possession of the North Sea and prevent England from getting a build.

Spring 1901: GERMANY: Army Berlin-Kiel, Army Munich-Ruhr, Fleet Kiel-Denmark  
FRANCE: Army Marseilles-Spain, Army Paris-Picardy, Fleet Brest-Channel

Fall 1901: GERMANY: Army Kiel-Denmark, Army Ruhr-Holland, Fleet Denmark-North Sea  
FRANCE: Army Spain-Portugal, Army Picardy-Belgium, Fleet English Channel

Supports German Fleet Denmark-North Sea.

If this succeeds, both Germany and France gain two builds (Belgium and Portugal for France; Denmark and Holland for Germany). In addition (and perhaps more importantly) England has lost control of the North Sea and kept to one build at the most (if he went for Norway). The German-French alliance has gained a strong position against England and can threaten England's home centers in 1902.

Of course, any German-French alliance has to deal with Burgundy. If time can be spent in doing so, a Spring 1901 stand-off in Burgundy gives the illusion of an up-coming war between Germany and France. This allows both Germany and France to tell England how much they want an alliance with him. You're likely to get some good advance information this way. However, such a stand-off could allow England to take Belgium if Germany isn't in Holland in Spring 1901 or if France has not opened Fleet Brest-Picardy.

Another stand-off which can buy Germany some security is to order Army Munich-Tyrolia in Spring 1901. Even if France has opened to Burgundy, Munich can still be covered. If Germany suspects a possible French-Italian alliance, he has protected Munich in the Fall of 1901. As a bonus, he has probably gained Austria's goodwill since Italy's opening to Tyrolia threatens him as well.

Naturally, the first Triple which comes to mind concerning Germany is the Western Triple. While this gives Germany freedom to move against the east with allies on either side of him, it also puts Germany in the middle between England and France. Not only is Germany caught in the middle, both his allies are to his rear. A watchful eye must be turned in that direction at all times.

In the Western Triple, Germany allies with England against Russia and with France against Italy. The Western Triple is usually formed in response to a strong Russian-Turkish alliance. Therefore, opening moves could look something like this:

Spring 1901: GERMANY: Army Berlin-Kiel, Army Munich-Tyrolia, Fleet Kiel-Denmark  
ENGLAND: Army Liverpool-Edinburgh, Fleet London-North Sea, Fleet Edinburgh-Norwegian

Fall 1901: GERMANY: Army Kiel-Holland, Fleet Denmark-Sweden, Army Tyrolia Supports FRENCH Army Piedmont-Venice

ENGLAND: Army Edinburgh-Norway, Fleet North Sea Convoy Edinburgh-Norway, Fleet Norwegian Sea-Barents Sea

And pay particular note to the French orders in both seasons:

Spring 1901: FRANCE: Army Marseilles-Piedmont, Army Paris-Gascony, Fleet Brest-Mid Atlantic Ocean

Fall 1901: FRANCE: Army Piedmont-Venice, Army Gascony-Spain, Fleet Mid Atlantic Ocean-Portugal

In this scenario, all members gain builds (if Russia has opened Army Moscow-St.Petersburg, England may have to forgo moving to the Barents Sea and support his convoy to Norway with the Fleet Norwegian). England can then pick up Belgium in 1902 for his next build (or be allowed by Germany to take Sweden in 1902 and allow Belgium to go to one of his partners for a 1902 build).

In the south, France and Germany are in good position to attack Italy by Fall 1901. In 1902 Germany can then support himself to Bohemia and pressure Vienna while France moves on Italy.

The Northern Triple consists of Germany, England, and Russia. Mutual control of Scandinavia is essential here. Once that is determined (either by totally evacuating the area or retaining units in Denmark, Norway and Sweden respectively), a united northern front can sweep south. England and Germany can move against France while Russia and Germany march against Austria. Germany's presence in the Austrian-Italian theater can be quite detrimental to the southern powers.

As stated above, the question of Scandinavia will wreck this alliance quicker than anything else. Russia sees that St. Petersburg is vulnerable to an English stab. Germany sees that Denmark is threatened by a combined English-Russian attack. England sees that he could quickly be out-maneuvered and lose not only Norway but control of the North Sea as well. An early agreement must be reached (preferably before Fall 1901). The best way to avoid a stab by any of the three powers is to evacuate Scandinavia in Spring 1902.

The Central Triple consists of Germany, Austria, and Italy. This allows the Central Powers to form a solid core and protect each other. It also allows Germany the option of operating in alliance with either England or France in 1901. My opinion is that it would be better to ally with France against England. French forces would be deployed north against England and a possible German-Italian attack in Fall 1904 or sometime in 1905 could prove quite a surprise to France.

One bonus to this triple is that it is a surprise triple. An Austrian-Italian alliance is not unusual. But Germany's participation in this triple would come as a surprise since Germany would have been involved in the west until the time came for him to actively support the Austrian-Italian alliance.

The one triple that Germany should beware of is the English-French-Russian triple. This triple can eliminate Germany very quickly. Russia opens to Silesia while France opens to Burgundy. In one game I participated in, Germany kept Munich by supporting himself back in but lost Berlin to a Russian move of Silesia-Berlin. That Russian unit then supported France to Munich in 1902 and proceeded to help the west eliminate Germany.

Germany's best strength is that, located in the middle, he can affect the play of other countries to a great degree. Germany's worst weakness is that, located in the middle, he is a tempting target for everybody in 1901 except Turkey.

#### Comments by Mark Berch

The Western Triple has had more written about it than any other Triple, in part because there are so many different ways it can start. See DIPLOMACY WORLD #25 for the "McKenjo Opening" with a very different approach. Melinda's approach is a little unusual, in that: 1) England takes an immediate anti-Russian stance of Fleet Norwegian-Barents without any help from Germany's army; 2) nobody takes Belgium; 3) the assault on Italy starts with Venice, rather than Tunis. Note that taking Portugal with the fleet means that this unit will see no anti-Italian action in 1902 either. Taken as a whole, this is a fairly high risk opening for Germany, since he is antagonizing Russia (in Sweden) and Italy, and there's a good chance Austria isn't going to like this opening either, unless Italy attacked Austria in Spring 1901. Still, it's playable, since Germany has allies in both areas. Germany, however, may want to ask France to settle for just one build, Fleet Marseilles. After all, if France is to attack Italy, a build of Army Paris will be useless, since the best it can do is move Paris-Gascony-Marseilles in 1902, and in Marseilles it would just block another French build in Winter 1902. The alternative second Winter 1901 build would be Fleet Brest, but England may be able to veto that. If France agrees to building just one (and even that assumes Venice isn't taken); then Germany should suggest Fleet Mid Atlantic Convoy Army Gascony-Portugal for Fall 1901. That army will be used to take Spain in 1902, but he didn't have much use for the army under Melinda's opening any how. This frees the fleet for Fleet Mid Atlantic-West Mediterranean in Spring 1902. Keep in mind that if the German move of Army Munich-Tyrolia actually succeeded, it was probably because Italy opened Army Venice Hold, Army Rome-Apulia, and Fleet Naples-Ionian. In that case, the necessity of Army Apulia Supports Army Venice will lock Italy into Fleet Ionian-Tunis. Italy can then be expected to move Fleet Tunis-West Mediterranean in Spring 1902. Fleet Mid Atlantic-

West Mediterranean can block that in Spring 1902. But if France has Fleet Portugal, as Melinda suggests, he will be unable to block Fleet Tunis-West mediterranean. If France wants to be even more aggressive, he can pass up the Fall 1901 convoy, and move Fleet Mid Atlantic-West Mediterranean, Army Gascony-Spain.

\*\*\*\*\*



BURN OUT,  
IT'S NOT THE FALL . . . .  
IT'S THE SUDDEN STOP!

## THE 1988 RUNESTONE POLL

Larry Peery

I hope Bruce Linsey makes it to next year's DIPCON. One of the things I want to do is have him sit down to Lt. Gen. Victor "Brut" Krulak, USMC Ret., and discuss the concept of "body count" and how it worked in Vietnam. Sometimes I feel Bruce uses it the same way in the Runestone Poll.

It's over. Again. The numbers are in. Over 500 voters, 71 zines, 27 subzines, and 58 GMs were evaluated—116 pages guaranteed to please, or offend, everybody. Still, there is nothing quite like it and it does offer a penetrating insight in the past year's hobby. I've long since ceased to worry about how Bruce runs the Poll (Does anyone really care how Mr. Blackstone picks his list of the 10 Worst Dressed Women?) or the scoring method (Does anyone really check all those numbers?). There is, as always, a wealth of info about all sorts of things: novice publications, hobby services, subzines, gamemasters, AIDS, lots of little awards, sub-polls, gurus, comets, voters list, voter analysis, the hobby health index, the contest results, the top ten news stories of the year, a questionnaire, an election '88 contest, and a list of the all-time finest Diplomacy publications.

The numbers pretty much tell the story and you can always provide your own editorial interpretation. DW came in fourth this year, up one from last year. Not bad, all things considered. We were beat our by PRAXIS, THE ZINE REGISTER, and PENGUIN DIP and each of those pubs had certain strengths that explain their strong showings. What I find disturbing is that 6 of the 107 people who voted for DW gave it a "0" and two gave it a "1" evaluation. I'd sure like to know who they were. I'll bet dollars to donuts that most of them were not DW subbers or readers. If, by chance, any of you were among those eight people I'd like to hear it from you why you gave DW such a low ranking. Perhaps it is something we can correct. And if any of you eight would like to volunteer to join the DW staff I'd be glad to hear about that. I don't know who the two people were who voted for me in the GM Poll and a "9" and a "10" do seem a bit high considering I haven't GMed a postal game in years and my last FTF GMing experience resembled the gunfight at OK Corral. But bless you just the same. As for Bruce listing me as the hobby's number one guru; that's probably more a jab at my rotundness than anything else. And yes, I do think DW #50 was the second most important hobby story of the year. And so it goes.

As always there were new stars and shining lights and some fast falls for some old "comets." But unfortunately I don't think Bruce had the nerve to tell it like it is. The truth, based on what I've seen in the past year, is that the quality of American (both U.S. and Canadian) hobby publications has, in general, has continued to decline. The numbers, in part, say it, but the words make it meaningful. The fact is that the British hobby, about the same size as ours, has far more better magazines. And even the Australian hobby, far smaller than ours, has more good magazines. Oh, fancy graphics and bitter-sweet writing give our publications a certain verve, but most of them lack substance. It is so easy, and so popular to pander to the tastes of the masses. It's an easy road to travel. Just ask George and Mike. But, alas, it isn't doing the hobby any good. Not a bit. And, in the long run, we're going to pay for it. I'll be blunt. My votes in this year's Poll were the lowest I have cast in years. Only a handful of nines and tens, with fives and sixes far and away the biggest numbers I used. It's sad, but it's true.

Frankly, I don't think anyone should be bragging about the results of this year's Runestone Poll. I think it should give us all cause to pause and think seriously about where we, as a hobby, are and where we are going. If you will, consider this year's Runestone Poll results the same as you would the first pains in get your chest at night—a night on which you didn't have pizza for dinner.

Think about it.

## The 1988 North American Zine Poll

A total of 71 zines garnered the minimum of ten votes necessary to make the main list. They finished as follows:

ANK	ZINE NAME	VOTES	CHANGE FROM LAST YEAR	FINAL SCORE	MODIFIED MEAN	PREF SCORE
1	PRAXIS	82	ROSE 2 FROM # 3	9.088	8.667	9.929
2	THE ZINE REGISTER	75	ROSE 9 FROM #11	8.587	8.131	9.500
3	PENGUIN DIP	56	ROSE 23 FROM #26	8.138	7.957	8.500
4	DIPLOMACY WORLD	107	ROSE 1 FROM # 5	7.994	7.920	8.143
5	PERELANDRA	36	ROSE 14 FROM #19	7.857	7.500	8.571
6	BENZENE	26	NEW TO MAIN LIST	7.829	7.136	9.214
7	CHEESECAKE	39	ROSE 23 FROM #30	7.708	7.848	7.429
8	THE CANADIAN DIPLOMAT	77	REMAINED AT # 8	7.659	7.667	7.643
9	MAGUS	49	REMAINED AT # 9	7.525	7.537	7.500
10	KATHY'S KORNER/WHITESTONIA	37	ROSE 13 FROM #23	7.483	7.581	7.286
11	GRAUSTARK	73	ROSE 11 FROM #22	7.299	7.305	7.286
12	FOL SI FIE	27	ROSE 16 FROM #28	7.284	7.391	7.071
13	REBEL	100	ROSE 4 FROM #17	7.254	7.488	6.786
14	HOUSE OF LORDS	42	FELL 8 FROM # 6	7.207	7.382	6.857
15	NOT NEW YORK	59	ROSE 33 FROM #48	7.204	7.306	7.000
16	POLITESSE	44	ROSE 8 FROM #24	7.185	7.028	7.500
17	WHO CARES?	32	ROSE 36 FROM #53	7.121	7.038	7.286
18	COSTAGUANA	88	FELL 17 FROM # 1	7.031	7.403	6.286
19	NORTHERN FLAME	36	NEW TO MAIN LIST	7.027	7.433	6.214
20	DIPPY	26	ROSE 22 FROM #42	7.015	7.273	6.500
21	EXCITEMENT CITY UNLIMITED	63	NEW TO MAIN LIST	7.001	7.216	6.571
22	DIPLOMACY DIGEST	89	FELL 6 FROM #16	6.986	7.301	6.357
23	RETALIATION	41	FELL 11 FROM #12	6.984	7.333	6.286
24	BUSHWACKER	90	FELL 4 FROM #20	6.971	7.028	6.857
25	CATHY'S RAMBLINGS	54	FELL 11 FROM #14	6.961	6.977	6.929
26	HAGALIL HAMAARVI	42	NEW TO MAIN LIST	6.884	7.147	6.357
27	FROBOZZ	42	FELL 9 FROM #18	6.733	7.206	5.786
28	THE ARMCHAIR DIPLOMAT	12	ROSE 8 FROM #36	6.690	7.500	5.071
29	THE ABYSSINIAN PRINCE	31	FELL 2 FROM #27	6.652	6.800	6.357
30	THE APPALACHIAN GENERAL	54	ROSE 1 FROM #31	6.645	7.182	5.571
31	PASSCHENDAELE	41	NEW TO MAIN LIST	6.622	6.576	6.714
32	CAROLINA COMMAND & COMMENTARY	37	NEW TO MAIN LIST	6.531	6.903	5.786
33	THE GAMER'S ZINE	31	ROSE 10 FROM #43	6.458	7.080	5.214
34	OHIO ACRES	32	ROSE 16 FROM #50	6.445	6.846	5.643
35	COMRADES IN ARMS	34	NEW TO MAIN LIST	6.429	6.893	5.500
36	THE BOOB REPORT	37	FELL 7 FROM #29	6.304	6.742	5.429
37	FEUILLETONIST'S FORUM	40	FELL 22 FROM #15	6.152	6.656	5.143
38	FLICK OF THE WRIST	12	ROSE 7 FROM #45	6.124	6.900	4.571
39	EXCELSIOR	58	FELL 18 FROM #21	6.078	6.688	4.857
40	LIFE OF MONTY	36	FELL 2 FROM #38	5.860	6.433	4.714
41	REDWOOD CURTAIN	18	FELL 34 FROM # 7	5.857	5.500	6.571
42	THE HOME OFFICE	58	FELL 8 FROM #34	5.831	6.854	3.786
43	HANSARD	20	ROSE 24 FROM #67	5.828	6.063	5.357
44	THE SCRIBBLERIST	15	NEW TO MAIN LIST	5.797	6.231	4.929
45	EVERYTHING	45	FELL 5 FROM #40	5.769	6.297	4.714
46	CROSS RIFLES	15	NEW TO MAIN LIST	5.743	7.615	2.000
47	THE MESSENGER	13	ROSE 7 FROM #54	5.714	7.000	3.143
48	VERTIGO	27	ROSE 7 FROM #55	5.515	6.130	4.286
49	TER-RAN	37	FELL 14 FROM #35	5.427	6.355	3.571
50	TRUST ME, I PLAY DIPLOMACY	12	NEW TO MAIN LIST	5.362	5.900	4.286
51	OUINIPIQUE	10	ROSE 5 FROM #56	5.262	5.750	4.286
52	THE LAST RESORT	24	NEW TO MAIN LIST	5.148	6.150	3.143
53	THE DRAGON'S LAIR	20	FELL 28 FROM #25	5.131	6.375	2.643
54	BIG HITS OF MID-AMERICA	46	FELL 10 FROM #44	5.114	5.921	3.500
55	DIPLOMAG	27	FELL 6 FROM #49	5.022	6.783	1.500
56	SOCIAL MUTANT	16	NEW TO MAIN LIST	4.952	6.071	2.714
57	NOT UP TO MODERN GR. STANDARDS	38	NEW TO MAIN LIST	4.869	5.625	3.357
58	THE DIPLOMATIC RAG	10	FELL 6 FROM #52	4.702	5.625	2.857
59	OVER THERE	43	FELL 49 FROM #10	4.557	5.514	2.643
60	IT'S A TRAP!	23	FELL 19 FROM #41	4.427	5.105	3.071
61	PONTEVEDRIA	19	NEW TO MAIN LIST	4.048	5.000	2.143
62	BOAST	32	ROSE 1 FROM #63	3.921	4.846	2.071
63	ALPHA & OMEGA	12	NEW TO MAIN LIST	3.757	4.600	2.071
64	KNOWN GAME OPENINGS	53	FELL 6 FROM #58	3.733	4.814	1.571
65	DIPLOMACY WORLD NEWS	23	NEW TO MAIN LIST	3.377	4.316	1.500
66	THE VORTEX	22	FELL 6 FROM #60	2.683	3.667	0.714
67	KAISSA	50	FELL 3 FROM #64	2.610	3.700	0.429
68	RANDOM THOUGHT	57	FELL 35 FROM #33	2.584	3.340	1.071
69	THE VOLCANO CITY NEWS	21	FELL 23 FROM #46	2.429	3.000	1.286
70	BLUNT INSTRUMENTS	65	FELL 68 FROM # 2	2.264	3.075	0.643
71	THE KING'S COURT	13	FELL 11 FROM #50	2.111	3.000	0.643

The 1988 North American GM Poll

A total of 58 GMs garnered the minimum of five votes necessary to make the main list. They finished as follows:

RANK	GM NAME	VOTES	CHANGE FROM LAST YEAR	MODIFIED MEAN
1	ANDY LISCHETT	25	REMAINED AT # 1	9.524
2	JIM BENES	14	ROSE 12 FROM #14	9.500
3	KATHY CARUSO	9	ROSE 6 FROM # 9	9.444
4	RANDOLPH SMYTH	10	ROSE 13 FROM #17	9.375
5	JEFF RICHMOND	16	REMAINED AT # 5	9.286
6	RUSS RUSNAK	20	ROSE 5 FROM #11	8.813
7	STEVE COURTEMANCHE	5	NEW TO MAIN LIST	8.800
7	LEE KENDTER SR.	5	FELL 5 FROM # 2	8.800
9	FRED DAVIS	21	ROSE 1 FROM #10	8.765
10	DAVE CARTER	7	FELL 3 FROM # 7	8.714
11	MELINDA HOLLEY	49	ROSE 5 FROM #16	8.707
12	STEPHEN DORNEMAN	16	ROSE 16 FROM #28	8.643
13	STEVE LANGLEY	13	FELL 5 FROM # 8	8.636
14	STEVE HEINOWSKI	22	ROSE 16 FROM #30	8.611
15	JIM BURGESS	7	ROSE 6 FROM #21	8.571
16	DAVID HOOD	11	NEW TO MAIN LIST	8.556
17	BOB ACHESON	30	ROSE 2 FROM #19	8.458
18	BRUCE POPPE	5	NEW TO MAIN LIST	8.400
19	JOHN BOARDMAN	45	FELL 13 FROM # 6	8.378
20	DAVE MCCRUMB	22	ROSE 3 FROM #23	8.333
21	EARL WHISKEYMAN	14	ROSE 13 FROM #34	8.250
22	FRED HYATT	28	ROSE 9 FROM #31	8.208
23	BOB OLSEN	6	NEW TO MAIN LIST	8.167
24	ROBERT SACKS	7	NEW TO MAIN LIST	8.143
25	DICK MARTIN	31	FELL 22 FROM # 3	8.080
26	GEOFFREY RICHARD	7	FELL 11 FROM #15	8.000
27	PETE GAUGHAN	14	REMAINED AT #27	8.000
28	ALAN STEWART	13	FELL 8 FROM #20	7.909
29	BRAD WILSON	13	ROSE 4 FROM #33	7.909
30	DOUG ACHESON	6	NEW TO MAIN LIST	7.833
31	PAUL GARDNER	19	ROSE 15 FROM #46	7.824
32	SIMON BILLNESS	9	NEW TO MAIN LIST	7.778
33	JOE SANTELLA	10	NEW TO MAIN LIST	7.750
34	CONRAD VON METZKE	16	ROSE 10 FROM #44	7.286
35	DAVID BOOR	10	NEW TO MAIN LIST	7.250
36	SCOTT HANSON	16	FELL 4 FROM #32	7.143
37	RAN BEN-ISRAEL	9	NEW TO MAIN LIST	7.000
38	ROB GREIER	7	NEW TO MAIN LIST	7.000
39	BRUCE GERYK	6	FELL 14 FROM #25	7.000
40	FRED WIEDEMAYER	5	NEW TO MAIN LIST	7.000
41	GREG ELLIS	15	FELL 28 FROM #13	6.769
42	DON WILLIAMS	8	ROSE 3 FROM #45	6.625
43	CATHY OZOG	15	FELL 6 FROM #37	6.615
44	DON DEL GRANDE	6	NEW TO MAIN LIST	6.333
44	TOM SWIDER	6	NEW TO MAIN LIST	6.333
46	HUGH CHRISTIE	12	FELL 24 FROM #22	6.100
47	MICHAEL HOPCROFT	7	NEW TO MAIN LIST	6.000
48	GENE PROSNITZ	6	NEW TO MAIN LIST	6.000
49	HERB BARENTS	11	ROSE 2 FROM #51	5.889
50	ROBERT SMITH	6	FELL 10 FROM #40	5.833
51	KATE ROBISON	6	NEW TO MAIN LIST	5.500
52	BARRY HICKEY	7	FELL 14 FROM #38	5.286
53	ELMER HINTON	24	FELL 6 FROM #47	5.050
54	KEVIN TIGHE	8	FELL 36 FROM #18	5.000
55	BRUCE MCINTYRE	13	FELL 7 FROM #48	4.636
56	DAVID GORHAM	6	NEW TO MAIN LIST	3.667
57	JEFF ZARSE	11	FELL 45 FROM #12	3.111
58	RORY NOBLE	5	NEW TO MAIN LIST	2.800

A copy of THE CREAM SHALL RISE is available for US\$6.00 from Bruce Linsey, Box 1334, Albany, NY, 12201, USA. This year's Report is 116 pages and well worth the cost. And while you're at it why not make it an even US\$10.00 and pick up a copy of SUPERNOVA and ONCE UPON A DEADLINE. They'll help you put it all in perspective. Also ask for a copy of that Election '88 contest he's running.

\*\*\*\*\*

### The 1988 North American Subzine Poll

A total of 27 subzines garnered the minimum of five votes necessary to make the main list. They finished as follows:

RANK	SUBZINE NAME	VOTES	CHANGE FROM LAST YEAR	MODIFIED MEAN
1	SHADOWPLAY	15	ROSE 14 FROM #15	7.923
2	FIAT BELLUM	34	ROSE 3 FROM # 5	7.571
3	OUT TO PASTURE	19	ROSE 1 FROM # 4	7.529
4	HIGH INERTIA	73	FELL 3 FROM # 1	7.475
5	HUMBOLDT	11	FELL 3 FROM # 2	7.444
6	BACKSTRETCH	22	NEW TO MAIN LIST	7.278
7	HARE OF THE DOG	25	ROSE 2 FROM # 9	7.095
8	ATROCITY EXHIBITION	24	NEW TO MAIN LIST	6.900
9	NOTES FROM THE BUNKER	14	NEW TO MAIN LIST	6.750
10	UPSTART	6	NEW TO MAIN LIST	6.667
11	THE WHIPPING POST	6	NEW TO MAIN LIST	6.500
12	SUBMARINE WARFARE	19	FELL 4 FROM # 8	6.000
13	STANDARD DEVIATION	7	NEW TO MAIN LIST	5.857
14	AS THE POUND IN YOUR POCKET	8	NEW TO MAIN LIST	5.750
15	THE MELNIBONE HERALD	12	FELL 5 FROM #10	5.600
16	THE NEW UTOPIA	7	NEW TO MAIN LIST	5.571
17	LIFE GOES ON	33	FELL 6 FROM #11	5.481
18	MEETING OF MINDS	7	ROSE 3 FROM #21	5.286
19	THE MEGADIPLOMAT	9	FELL 16 FROM # 3	5.000
20	AT YOUR SERVICE	14	FELL 1 FROM #19	4.917
21	THE 12TH FRET	13	NEW TO MAIN LIST	4.818
22	EREHWON	22	FELL 15 FROM # 7	4.444
23	MAGNIFICENT 7	9	FELL 3 FROM #20	4.222
24	(TIME) LORDING IT	11	FELL 6 FROM #18	4.111
25	IT'S ME AGAIN	9	NEW TO MAIN LIST	3.889
26	THE PRESIDENT'S BRAIN IS...	19	FELL 10 FROM #16	3.882
27	FURBALL	25	NEW TO MAIN LIST	3.286

And 10 others received votes. In alphabetical order, they were as follows:

<u>Subzine Name</u>	<u>Number of Votes</u>	<u>Distribution of Votes</u>	<u>Mean Score</u>
BAD BOYS NEWS FLASH	3	10-10-10	10.000
CUBIST'S CORNER	3	0-10-10	6.667
DIPLODOCUS	1	9	9.000
HIGH PLAINS CONZO	3	1-10-10	7.000
THE LONG MARCH	1	6	6.000
THE POCKET GENERAL	1	8	8.000
STRAWBERRYS	1	10	10.000
TIMEWARP	1	7	7.000
UTAH	2	4-7	5.500
YC	1	9	9.000

# DELTA LIST: ISSUE

The Delta List lists materials from DW 1-49 by issue number order. This preserves our sense of historical continuity; something most of you may not think important but which I believe is vital to our future growth. For instance you will note that Lew Pulsipher contributed an article to DW #1. Actually it was a variant game called Middle Earth V. Big deal. But you will also note that Lew contributed an article to DW #39 called Varieties of Diplomacy Players. And in between Lew was one of DW's biggest contributors. Today he's gone on to bigger and better things. Avalon Hill now offers his own game, BRITANNIA.

There have been 49 regularly numbered issues of DIPLOMACY WORLD to date.

Issues 1 - 15 were published by Walt Buchanan.

Issues 16- 20 were published by Conrad von Metzke.

Issues 21- 27 were published by Jerry Jones.

Issues 28- 38 were published by Rod Walker.

Issue 39 was published by Geo. Graessle, Kathy Byrne, and Rod Walker.

Issues 40- 49 were published by Larry Peery.

In addition there have been 4 specially numbered issues of DIPLOMACY WORLD published by Larry Peery: 41.5, the all women's issue, and 42.1, 42.2, and 42.3, the three DIPCON XIX mini-issues.

Walt published his issues on an every over month schedule. von Metzke, Jones, and Walker tried for a quarterly schedule but that was more often a hope than an achievement. The size of issues has also grown over the years from about 40 pages per issue during Walt's day to 60 or more today. Some of the early Peery issues included over 100 pages of material, including a variety of inserts and special materials. More recently DW seems to be taking on some of the look of the old DW issues.

Again, if you are interested in obtaining a complete reprinting of all DWs you can do so. Reprints are done from the originals and two pages of each issue appears on one legal size sheet. Everything from cover to cover is included and the complete package include some 2,000 pages of material and weighs about 20 pounds. Selected back issues from the Buchanan, Jones, Walker, and Peery periods are available.

Anyone who has back issues of DW and no longer requires them for their own uses is welcome to donate them to the Archives or DW for resale or donation to other Archives.

## EXPLANATION:

From the left; the first column is the issue number, the second column is the first page on which the article appears in that issue, and the third column is the total number of pages devoted to that article. The author's name follows. And then the title of the article. On the right is a letter code indicating the the general subject of the article.

Copies of the complete IMDW are available for US\$4.00, postpaid.

1 22 06	1973BI	S08-S09	D
1 07 01	Birsan	Edi	D
1 04 01	Birsan	Edi	S
1 10 02	Brooks	Steve	T
1 05 03	Hubbard	Tom	T
1 15 02	Lagerson	David	H
1 19 01	Pulsipher	Lew	R
1 12 03	Pulsipher	Lew	V
1 16 02	Tallyrand		H
1 08 03	Walker	Rod	M
2 20 05		1973BI F09-F10	D
2 06 03	Beyerlein	Doug	S
2 12 02	Calhamer	Allan	F
2 08 02	Calhamer	Allan	F
2 14 01	Calhamer	Allan	M
2 18 02	Galloway	Thomas	V
2 25 03	Lakofka	Len	R
2 17 02	Mahler	Howard	V
2 05 02	Melcior	Ernie	H
2 04 02	Von Metzke	Conrad	H
2 15 01	Warden	Greg	O
3 18 07		1974CK S01-W01	D
3 16 01	Beyerlein	Doug	F
3 25 01	Beyerlein	Doug	R
3 10 02	Birsan	Edi	P
3 06 02	Calhamer	Allan	F
3 12 03	Melcior	Ernie	V
3 14 02	Pulsipher	Lew	V
3 08 03	Verheiden	Eric	T
3 04 02	Walker	Rod	M
4 04 05		1973BI Wrap Up	D
4 24 05		1974CK S02-S03	D
4 19 02	Gorham	Dan	G
4 15 01	Hall	Steve	P
4 09 01	Klein	Dennis	H
4 12 03	Lakofka	Len	O
4 10 01	Mahler	Howard	V
4 20 01	Power	Jeff	R
4 16 03	Pulsipher	Lew	V
5 24 05		1974CK F03-W04	D
5 20 02	Brooks	Rick	V
5 13 02	Buchanan	Carol	H
5 16 02	Calhamer	Allan	X
5 04 02	Pulsipher	Lew	P
5 20 01	Pulsipher	Lew	V
5 19 02	Pulsipher	Lew	V
5 22 02	Verheiden	Eric	B
5 12 02	Walker	Rod	H
5 06 03	Walker	Rod	R

06	11	02	Beyerlein Doug	& Marie		
06	13	02	Buchanan Walt			M
06	15	04	Pulsipher Lew			V
06	04	08	Pulsipher Lew			X
07	04	10				D
07	32	05				D
07	22	03	Birsan Edi			X
07	28	01	Moran Larry			H
07	19	03	Pulsipher Lew			V
07	17	03	Vedder Dick			V
07	26	02	Walker Rod			H
07	30	02	Walker Rod			R
07	29	02	Walker Rod			R
08	26	04				D
08	04	02	Birsan Edi			O
08	08	03	Calhamer Allan			F
08	11	01	Labelle Burt			R
08	05	12	Lakotka Len			H
08	07	01	McIlvaine Francis			R
08	17	02	Pulsipher Lew			V
08	19	02	Pulsipher Lew			X
08	31	06	Pulsipher Lew			X
08	12	02	Pulsipher Lew			V
08	20	03	Sacks Robert			V
08	30	01	Walker Rod			H
09	18	04				D
09	34	02	Baker John			M
09	36	01	Behnen Gary			P
09	26	04	Davis Fred			V
09	11	02	Leeder John			G
09	04	04	Neiger Gil-Rosenberg Scott			H
09	08	02	Pulsipher Lew			G
09	12	06	Pulsipher Lew			X
09	29	03	Rich Scott			V
09	09	02	Torrey John			O
09	10	01	Walker Rod			H
09	24	01	Walker Rod			R
10	30	03				D
10	33	01	Behnen Gary			M
10	25	01	Berggren Peter			R
10	05	01	Birsan Edi			M
10	04	02	Buchanan Walt			M
10	14	02	Calhamer Allan			F
10	12	02	Calhamer Allan			F
10	10	03	Calhamer Allan			O
10	28	02	Pulsipher Lew			F
10	18	02	Pulsipher Lew			V
10	20	02	Pulsipher Lew			X
10	26	03	Pulsipher Lew			X
10	34	01	Walker Rod			V
10	09	01	Walker Rod			H
10	20	01	Walker Rod			V
11	32	06				D
11	19	01	Aronson Peter			V
11	06	02	Behnen Gary			P
11	04	03	Beyerlein Doug			X
11	28	01	Kasanof Adam			H
11	30	01	Lakotka Len			F
11	09	03	Lakotka Len			F
11	12	01	Pulsipher Lew			G
11	18	02	Pulsipher Lew			V
11	19	07	Pulsipher Lew			V
11	13	01	Verheiden Eric			S
11	08	01	Walker Rod			H
11	11	01	Wistrom Ted			H
						A

Year	Month	Author	Title	Page
11	11	Calhauer, Allan	EDDMOD	1
12	08			
12	04	Haas, Walter Luc	1975A S13-W15	2
12	18	Janta-Polczynski, Martin	Diplomacy in Continental Europe	3
12	17	Lakofka, Len	Gibraltar Diplomacy II	4
12	26	Leeder, John	Good Ally (The) [revisited]	5
12	12	Stone, Bill	EDDMOD	6
12	13	Walker, Rod	Pilgrimage	7
12	09	Walker, Rod	Buddy As I Knew Him	8
12	10	Walker, Rod	You Only Dud Twice, 5	9
13	30		Hobby & It's Organization	10
13	06		1976BG S01-W03	11
13	10	Behnen, Gary	Significance of Tactical Comp.	12
13	03	Calhauer, Allan	How'm I Doing?	13
13	07	Gruen, Adam	How to Win as Austria	14
13	13	Lakofka, Len	Dipcon IX-Origins 11	15
13	04	Lakofka, Len	Goals of the Opening Game	16
13	19	Rich, Scott	Conquest of the Land	17
14	32		1976BG S04-F06	18
14	23	Baillie, Trevor	DND Dip	19
14	30	Calhauer, Allan	Postal Diplomacy by Phone	20
14	13	Fox, Russell	PFM Statistics	21
14	14	Gibson, Curt	Italy's P-V Opening	22
14	05	Gruen, Adam	The Dancing Sword (England)	23
14	05	Langley, Steve	Murder Most Fowl	24
14	26	Myrer, Anton	Tiger Waits (The)	25
14	25	Pulsipher, Lew	Alternate Victories	26
14	25	Pulsipher, Lew	Bizarro Diplomacy	27
14	24	Pulsipher, Lew	Twin Earths III	28
14	19	Vedder, Dick	Diadochi V/Imperator/Irrumvirate	29
14	08	Verheiden, Eric	Rewriting the Convoy Order	30
14	17	Watson, Tony	Diplomacy Puzzle (word service)	31
15	24		1976BG S07-W09	32
15	07	Berch, Mark	Reply to The Dancing Sword	33
15	08	Beyerlein, Doug	Another Year in the Hobby	34
15	04	Doyle, Ferkin-Speigel, Charlie	Diplomacy and Chess	35
15	10	Gruen, Adam	The Sleeper (France)	36
15	20	Peters, Jim	Hyborian Diplomacy	37
15	15	Pulsipher, Lew	Novice Handbook (A)	38
16	28		1977CL S01-F02	39
16	13	Berch, Mark	Austrian Game Performance	40
16	10	Correll, Robert	Soliciting	41
16	19	Davis, Fred	Swiss Variant II	42
16	07	Gruen, Adam	Deutschland Uber Allies	43
16	14	Leeder, John	Cross Game Alliances	44
16	24	Loomis, Rick	Stabbing is an Evil Thing	45
16	23	Pulsipher, Lew	Diplomacy Variants & Play Balance	46
16	24	Smyth, Randolph	Austrian Navy: Viable Alternative	47
16	12	St Andre, Ken	Unsolicited Editorial	48
16	05	Ulanov, Nicholas	Cult of Personalities	49
17	12		1977CL W02-W04	50
17	05	Calhauer, Allan	Karma League	51
17	19	Cline, Robert B	Cline 9-Man Variant	52
17	16	Gross, John	Do Yours Stand Erect?	53
17	06	Nash, Richard	Sooper France	54
17	08	Palmer, Nicky	Are You a Master Diplomat?	55
17	26	Peery, Larry	S&TPD: review by A.E. Vagts	56
17	27	Peery, Larry	S&TPD: review by Doug Beyerlein	57
18	16		1977CL S05-S07	58
18	05	Agnew, Mike-White, Cal	Do yours Hang Limp?	59
18	15	Berch, Mark	French Game Performance	60
18	26	Beyerlein, Doug	Life After Boardman Numbers	61
18	29	Gruen, Adam	Italy: I Came, I Saw...	62
18	06	Mills, Douglas	Breaking the Ice (history)	63
18	24	Nash, Richard	Sooper England	64
18	14	Harris, Bob	Euque	65

18 08 03	Von Metzke Conrad	Novice Corner (The)	
19 10 03		1977CL S08-W10	M
19 13 02	Anon.	What About that Subsidy?	S
19 29 02	Berch Mark	The Play of Italy	V
19 20 02	Dittmar Jad	Nuclear Diplomacy 1	S
19 07 01	Nash Richard	Sooper Austria	H
19 27 01	Pariah	Fugue	V
19 21 03	Pulsipher Lew-St Andre Ken	Desinging Variants--Why?	G
19 16 01	Verheiden Eric	Guest GM (The)	H
19 15 02	Von Metzke Conrad	Allan Calhamer is a Phallic Symbol	M
19 04 02	Von Metzke Conrad	Novice Corner (The)	F
19 08 02	Walker Rod	Diplomacy Tourn..Shocking Proposal	D
20 12 07		1977CL S11-F12	B
20 09 02	Berch Mark	Rulebook's Forgotten Sentence	V
20 26 01	Palmer Nicky	Pacifist Diplomacy	H
20 21 02	Pariah	Fugue	S
20 38 01	Sacks Robert	Thoughts of Italy & Austria	M
20 06 04	Von Metzke Conrad	Novice Corner (The)	F
20 19 02	Walker Rod	DipCon XI	M
20 24 03	Walker Rod	Gamer's Guide: Von Metzke Conrad	D
21 17 01	.	1978IM S01	S
21 11 09	Berch Mark	Talking Turkey	F
21 25 01	Butcher Tom	Putting Correspondance in FTF Game	H
21 28 01	Davis Fred	Tunisian Prononciation (The)	V
21 20 03	Lipscomb John	Ancient Empires II	P
21 29 01	Meier Andy	Delivering the Mail Twice	S
21 06 01	Nash Richard	Sooper Germany	C
21 07 01	Pulsipher Lew	Computer Diplomacy Players?	V
21 07 02	Pulsipher Lew	Diplomacy Games & Variants	V
21 22 01	Pulsipher Lew	Variant Maps	H
21 33 02	S	Joy of Diplomacy (The)	M
21 32 01	Walker Rod	Gamer's Guide: Beyerlein Doug	P
21 09 02	White Dave	How to Lie Diplomatically	D
22 15 03	.	1978IM F01-S02	G
22 13 02	Davis Fred	How to Produce a Diplomacy 'Zine	P
22 09 04	Harmon Leland	Best Choice (The)	M
22 34 03	Jones Jerry	Best Country to Play Is...	V
22 18 06	McLendon Steve	Holocaust	H
22 33 01	Pariah	Fugue	M
22 27 05	Sharp Richard	Game of Diplomacy: review by Berch	D
23 18 05		1978IM F02-S04	F
23 10 03	Berch Mark	First Impressions of DipCon XIII	M
23 05 02	Berch Mark	Mark's Mutterings	P
23 13 02	Berch Mark	Beware of English Bearing Gifts	S
23 24 01	Canadian Diplomacy Organizat.	DCO Code of Ethics for GM'S	G
23 25 04	Clark Kenneth	Excalibur	V
23 06 03	Davis Fred	How to Run a Diplomacy Party	F
23 29 03	Davis Fred	Pocket Full of Variants	V
23 14 02	Harmon Leland	A Pleas for Parity	P
23 04 01	Jones Jerry	Note on Tournaments (A)	F
23 22 01	Lipscomb John	Ancient Empires II (corrections)	V
23 09 02	McLendon Steve	My Summer Vacation (DipCon XIII)	F
23 16 01	Sharp Richard	Game of Diplomacy:review Pulsipher	M
23 33 03	Tretick Bernard A	Reply from Hernie Oaklyn	M
24 08 07		1978IM F04-F07	D
24 25 03	Berch Mark	Practical Considerations...	F
24 04 02	Harmon Leland	Biggest Stab (The)	F
24 17 01	LaFosse Bill	LaFosse Rating System	R
24 18 01	Linsey Bruce	Brux Rating System	R
24 18 01	Martin Dick	Simple Rating System	R
24 28 03	Walker Rod	Good Fairy of FBM....(The)	H
24 06 02	White Dave	You a Master Stab Artist?	F
24 20 05	Zablocki Ben-Berch Mark	Game vs Metagaming in Dip Tactics	F
25 15 02		1978IM W07-S09	D
25 24 01	Conner Roger J	When You Don't Have Seven	V

5	17	02	Hinton Elmer	Computer Diplomacy	G
5	33	01	Jones Jerry	Voice of Ghod (The)	G
5	05	01	Jones Jerry	Postal Tips	P
5	06	02	McLendon Steve	Diplomacy Players Association	X
5	19	03	Pulsipher Lew	McKenJo Opening (The)	O
5	07	02	Townsend Frederic	Conquest of the New World	V
5	04	01	Van Akemade Jerry	Paris in the Fall	T
5	11	03	Walker Rod	Publishing Pitfalls	G
5	09	02	Walker Rod	Charter of the DipCon Society	X
5	26	01	White Dave	N American Diplomacy Federation	X
6	10	07		Going A Calhamer One Better	H
6	18	03		1978IM F09-F11	D
6	25	01	Benes Jim	1980AY S01-W01	D
6	05	01	Berch Mark	Why I Publish	G
6	08	02	Berch Mark	Mark's Mutterings	M
6	10	01	Berch Mark	The Lapland Lurch: F-St Pete-Fin	O
6	26	02	Beyerlein Doug	The Livonian Lunacy	O
6	06	03	Calhamer Allan	Publishing Philosophy (A)	G
6	07	02	Dyer David	DipCon XIII-A Final Report	F
6	27	02	El-Marhani	More Computerized Diplomacy	C
6	04	01	Jones Jerry	On Fraud	F
6	11	03	Linsey Bruce	Fond Farewell (A) [Don Horton]	M
6	21	01	Pulsipher Lew	HouseRules-They Do Make a Diff.	G
6	09	01	Pulsipher Lew	Solo Diplomacy & Computers	C
6	22	04	Pulsipher Lew	DipCon: An Alternative	F
6	33	02	Sergeant Bob	Solo Diplomacy	V
6	17	01	Trickster The	What Do I Do Now?	F
7	14	03		Reverse Con (The)	P
7	25	02	Berch Mark	1980AY S02-W03	D
7	17	08	Davis Fred	Succedaneum	V
7	29	02	Jones Jerry	Brief History of Variants	V
7	36	01	Jones Jerry	2001: A Diplomatic Odyssey	H
7	04	02	Sergeant Bob	Longevity	M
8	24	05		How to Write Orders	M
8	28	02	Bumcrot Chris	1980AY S04-W05	D
8	14	02	Lew Mark	Computer Diplomacy: Results	C
8	05	01	Marley Scott	Anatolian Alternative	O
8	22	02	Pulsipher Lew	Model Diplomacy Player (The)	A
8	16	06	Walker Rod	Militarism IV	V
9	17	05		More About Convoys	B
9	25	03	Becker Bill	1980AY S06-W07	D
9	14	04	Berch Mark	Dip Crossword (puzzle)	M
9	06	03	Beyerlein Doug	Still More About Convoys	B
9	22	03	Ezzio Dave	John McCallum: Profile/Past	M
9	29	03	Janta-Polczynski Martin	On Following Protocol	P
9	08	03	Peery Larry	P16 Diplomacy	V
9	32	02	Walker Rod	IDHOF(International Hall of Fame)	X
9	11	03	Wells Allen	Who's On First	R
9	27	04		Russian Frolic	O
9	33	04		1980AY S08-W09	D
9	25	01	Becker Bill	1980AY S10-W11	D
9	25	02	Berch Mark	Dip Crossword (errata)	M
9	08	05	Berch Mark	Mystery Move Dippy Puzzle	M
9	18	02	Beyerlein Doug	The Bohas Opening	O
9	14	03	Duncan Dennis	Walter Buchanan: Profile/Past	M
9	07	01	Marley Scott	Telephone Call of the Wily	P
9	05	03	Meinel James	I've got a Little List	A
9	20	03	Overby Glenn	Hotby Stability	X
9	21	01	Becker Bill	Wollworth Diplomacy II	V
9	06	03	Berch Mark	Dip Crossword (solution)	M
9	16	05	Berch Mark	Before You Lower the Boom	X
1	08	02	Darrow Elkin C O'G	The Italian Wins	S
1	12	03	Davis Fred	Please Stand By (s/b player)	M
1	30	02	Fleming Jack	Stars & Anchors/Wooden Blocks	M
				A Metternich. My Kingdom for a....	S

31	11	01	Janta-Polczynski	Martin	Diplomatic Diplomacy	V
31	10	01	Janta-Polczynski	Martin	Erratic Diplomacy	V
31	10	01	Janta-Polczynski	Martin	Treachery	V
31	23	03	Davis	Fred	Turnabout Diplomacy	V
32	26	03			1980AY S12-S13	D
32	08	02	Becker	Bill	Dip Crossword 2 (puzzle)	M
32	06	03	Berch	Mark	The Rollins Rule	G
32	13	02	Berch	Mark	Funeral in Munich	A
32	11	02	Berch	Mark	Mystery Move Puzzle (solution)	M
32	12	02	Byrne	Kathy	Man Behind Diplomacy World	M
32	10	02	Fleming	Jack	Diplomacy & Art of Paper Sel	H
32	15	02	Leritte	George	Honesty is the Best Policy	H
32	05	01	Marley	Scott	Curse of Austria (The)	A
32	20	02	Pulsipher	Lew	L'Imperialisme	V
32	17	04	Walker	Rod	DipCon XV	H
33	25	06			1980AY F13-F14	D
33	44	01	Becker	John	DipCube (puzzle)	M
33	09	01	Becker	Bill	Dip Crossword 2 (solution)	M
33	10	08	Berch	Mark	The Sleaz.....Shep Rose	H
33	06	04	Braadon	Bob	Sev-Con Shuffle (The)	O
33	17	01	Brown	Ron (Canada)	So! It's Spring 1901...	S
33	39	02	Canadian Diplomacy Organizat.	.	CDD Code of Ethics for GM'S	G
33	19	03	Costikyan	Greg	Empire of the Middle Ages	E
33	21	04	Pulsipher	Lew	War of the Great Jewels	V
34	22	04			1983X S01-W01	D
34	25	01	Becker	Bill	DipCube (solution)	M
34	12	03	Berch	Mark	Unbalance Defense (The)	S
34	26	03	Berch	Mark	Origin of Double Diplomacy (The)	V
34	18	01	Caruso	John	Ethical Standards	G
34	20	02	Costikyan	Greg	Junta	E
34	05	01	Marley	Scott	Certain Player's Song (A)	A
34	10	02	Mills	Mike	A 'Zine...Fun?	G
34	16	03	Peery	Larry	Diplomacy Round Table	G
34	28	03	Pulsipher	Lew	Aliens (The)	V
34	15	01	Rose	Shep	Shep Replies	H
34	19	02	Tighe	Kevin	Visit (The)	A
34	14	01	Tighe	Kevin	Albert Camus at DipCon	A
34	25	02	Walker	Rod	Diplomacy & Arts (puzzle)	M
34	06	04	Wells	Allen	Fast Resolution of the Triple	O
34	36	01	Williams	Jim	What Do You Play	M
35	30	02			1983X S02-W02	D
35	09	02	Becker	Bill-Walker	Post War Tips	H
35	21	02	Berch	Mark	That's Bazaar	H
35	18	02	Berch	Mark	Allan Calhamer Runinate Diplomacy	X
35	32	01	Berch	Mark	Zine Sample Service	X
35	31	03	Black	E	1983X: On Doing Analysis	D
35	14	02	Brawner	Jack	End-Around Option (The)	O
35	12	01	Brawner	Jack	G.O.M.B.O. Gambit (The)	O
35	18	01	Byrne	Kathy	PBM vs. FTF Diplomacy	F
35	33	01	Calhamer	Allan	Answer (The)	H
35	06	03	Calhamer	Allan	After 25 Years	X
35	36	01	Costikyan	Greg	Illuminati	E
35	23	08	Davis	Fred	Diplomacy Chronology (A)	X
35	16	01	Kraft	Mark-Walker	DipShapes (puzzle)	M
35	37	01	Marley	Scott	Sonnet	A
35	37	01	Menders	Ed	Fugboat Diplomacy	V
35	38	02	Sipe	Russell	PBM Diplomacy	C
35	17	01	Tighe	Kevin	Clockwork Diplomacy	A
35	13	01	Tighe	Kevin	In Very Dubious Battle	A
35	10	02	Walker	Rod	1983 Rulebook (The)	B
35	16	02	Walker	Rod	Diplomacy & Arts (solution)	M
35	20	02	Wrobel	Ed	A Modest Proposal	H
36	06	02	Berch	Mark	#2-The Mandatory Sub	G
36	23	01	Berch	Mark	Must a Stab Be Fatal?	T
36	04	00	DipCon	Mark	DipCon	A

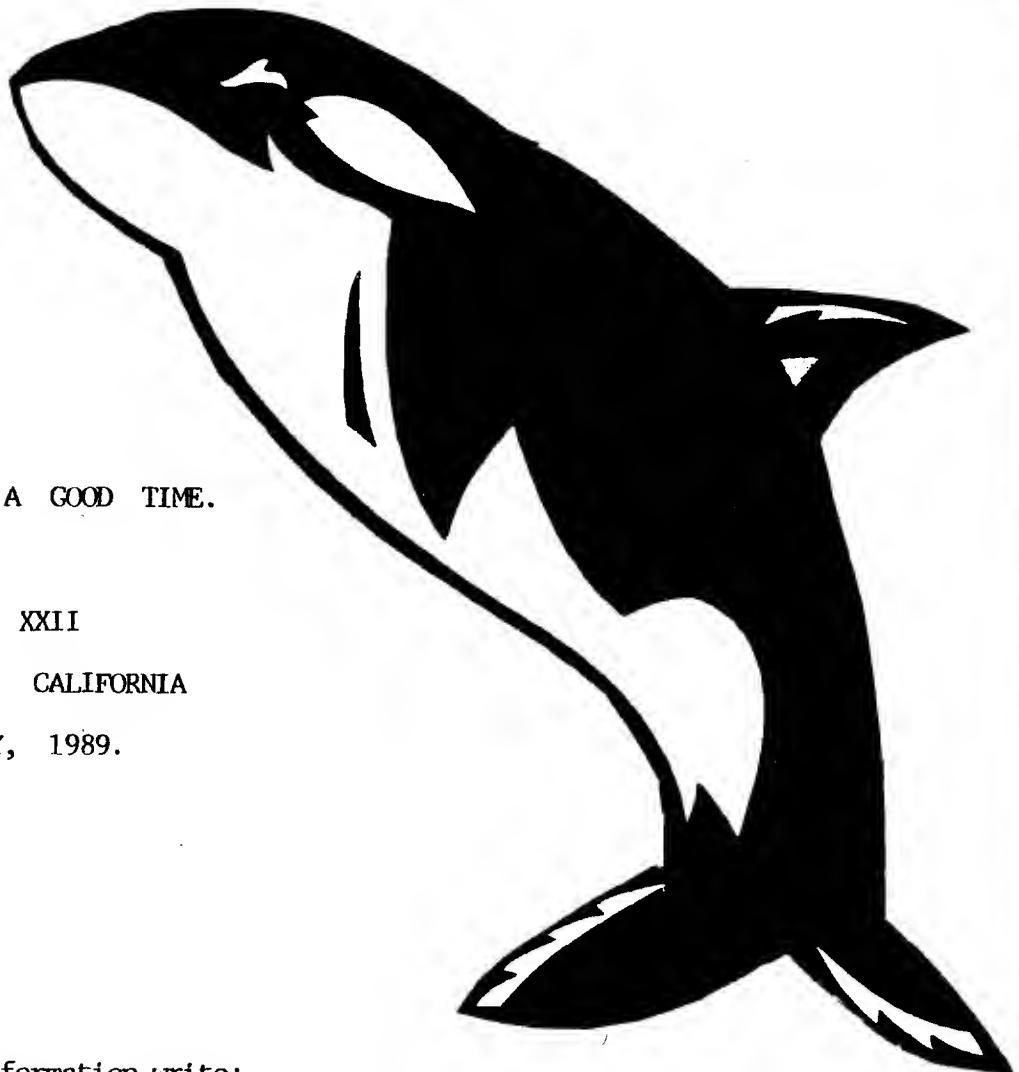
36	09	01	Byrne	Kathy	1983X	Common Sense Rule VII	B
36	16	02	Byrne	Kathy		Irregular, Stigma?	R
36	18	03				1983X S03-F03-W03	D
36	05	01	Daly	John		Orphans!	X
36	08	02	Davis	Fred		Diplomacy Chronology; Pt 2 (A)	X
36	10	06	Ezzio	Dave		New Look at Rating Systems (A)	R
36	30	02	Ives	W-Walker	Rod	More PBEM	C
36	26	02	Pulsipher	Lew		Conquerors (The)	V
36	35	02	Schuler	John		Sherlock Holmes in the Case	A
36	21	01	Walker	Rod		Game from Ipanema (The)	V
36	22	01	Walker	Rod		Contests	M
36	40	06	Walker	Rod		DW Index	
37	08	05	Berch	Mark		French Openings	T
37	32	03	Chase	Brad		PBEM Diplomacy Revisited	C
37	12	03	Ellis	Greg		Iberian Indecision (The)	U
37	16	04				1983X S04-W04	D
37	30	02	Pulsipher	Lew		People's Rating (The)	R
37	05	03	Schuler	John		Sherlock Holmes in the Case II	A
37	20	07	Swider	Tom		Final Conflict III	V
37	27	03	Swider	Tom		FC III Variant Demo	V
38	18	02	Berch	Mark		A Rulebook Dilemma	B
38	09	01	Calhamer	Allan		Look at the HA Diplomacy Program	C
38	12	02	Calhamer	Allan		FC III 1983 Mfg Z10Z	V
38	23	01	Davis	Fred		Wooden Blocks	M
38	23	01	Mills	Mike-Walker	Rod	Kamakura	E
38	24	03	Placek	B		Fleeting Look @ Diplomacy	A
38	14	05	Pulsipher	Lew		Computers Can Help Publishers	C
38	26	02	Pulsipher	Lew		Variants	V
38	28	05	Pulsipher	Lew		1983X 1905...	D
38	20	03	Schuler	John		Sherlock Holmes in the Case III	A
39	08	01	Sipe	Russell		If A=Z, This Must Be Dippy	C
39	12	02	Berch	Mark		Shep Rose: More Horror Stories...	A
39	09	09	Byrne	Kathy		PudgeCon Revisited	F
39	44	01	Carrier	Chris		Bridging the Gap	X
39	15	02	Gaughan	Pete		Publish!	G
39	40	01	Kador	John		Game Review: Discretion	E
39	06	03	Langley	Daf		Making of a Major Con (The)	F
39	05	01	Langley	Steve		Murder Most Fowl	A
39	42	01	Olsen	Bob		Diplomacy: The Ultimate Variant	I
39	10	03	Peel	Ken		Pig Talk	A
39	22	02	Pulsipher	Lew		Varieties of Diplomacy Players	P
39	14	01	Sipe	Russell		If A=Z, This Must Be Dippy	C
39	24	06	Stegeman	Mark		World Diplomacy VII	V
39	30	02	Stegeman	Mark		FC III, 1983Ngt 2103	V
39	36	02	Stegeman	Mark		1983X 1906...	D
39	43	01	Tighe	Kevin		Diplomacy Inheritance (The)	I
39	04	01	Walker	Rod		Yet Another Rulebook Dilemma	B
39	18	01	Walker	Rod		Five Years Behind the Eight Ball	A
0	03	02	Peery	Larry		Greatest Difficulty (The)	G
0	05	03	Peery	Larry		Report (A)	G
0	08	01	Peery	Larry		Blue Paper (The)	G
0	09	01	Peery	Larry		Not One, But Two	G
0	10	01	Peery	Larry		Writing for Diplomacy World	G
0	11	01	Peery	Larry		Advertising in Diplomacy World	G
0	13	01	Peery	Larry		Diplomacy World Demonstration Gms	D
0	14	01	Peery	Larry		Diplomacy World Staff	G
0	15	01	Peery	Larry		Diplomacy World	G
1	02	01	Peery	Larry		Publish or Peerish	G
1	03	01	Byrne	Kathy		Year of the Comeback (The)	G
1	07	02	Pearson	Al		Hobby Service: To Be	X
1	09	02	Berch	Mark		Don't Just Stand There	T
1	11	01	Byrne	Kathy		Diplomacy Woody Style	D
1	12	03	Baker	J.R.		Top of the Toadstool	D
1	15	03	Wilcox	Stephen		In All Other Cases	T
1	18	02	Hodgins	J.C.		In Defense of Albania	S

41	28	02	Swigger Stephen	Who Knows What Evil Lurks?	M
41	30	02	Peel Ken	Private Postal Diplomacy	M
41	32	02	Mills Craig	Peoples Is Da Funniest Things	F
41	34	03	Maston Mike	A Matter of Doors	M
41	37	03	Hurst Tom	Player Types in Diplomacy Part 1	P
41	40	01	Wilcox Stephen	Rating Systems	R
41	42	01	Coldiron Mark	Criss Cross Puzzle	M
41	43	03		1983X: S07-W07	D
41	47	02	Maston Mike	Diplomacy World Facts	G
42	06	03	Walker Rod	Passing the Torch	X
42	11	03	Hurst Tom	Player Types in Diplomacy Part II	P
42	14	01	Wilcox Stephen	Rating Systems	R
42	15	02	Loki	Ask Loki	M
42	17	01	Coldiron Mark	Criss Cross Puzzle Solution	M
42	20	02	Peery Larry	Maritime Strategy	S
42	22	03	Hodgins JC	Importance of Naval Power in Dip	S
42	25	04	Berch Mark	Sea Spaces	T
42	29	02	Berch Mark	To Convoy or Not to Convoy	T
42	31	02	Walker Rod	Long Haul (The)	T
42	33	01	Smith Malc	A Convoy Paradox at MIDCON 85	B
42	34	01	Wilcox Stephen	Fleets The Reason of Their Rank	S
42	35	03	Olsen Robert	Austrian Navy (The)	S
42	38	01	Woodson James	Austria's Win Without a Fleeting	F
42	39	02	Berch Mark	Real Lepanto (The)	M
42	41	02	Peery Larry	Treaty of Tom Sawyer Island	M
42	43	02	Cortes Juan Carlos	Espana, Un Pais Con Mas Dos Costas	S
42	45	03	Pulsipher Lew	Skinny Diplomacy	V
42	48	04	Peery Larry	Crash Course in Naval Dip History	M
42	55	03	Courtemanche Steve	How I Got Pinched by Roman Fingers	S
42	58	02	Peery Larry	Ken Peel: Our Man in Washington	M
42	60	01	Hill Ken	Electronic Diplomat (The)	C
42	61	04	Linsey Bruce	North American Dip Players Survey	M
42	65	02	Linsey Bruce	Cheaptalk	A
43	03	02	Peery Larry	Introduction to DW #43	F
43	05	01	Peery Larry (Reviewed by)	Once Upon a Deadline	M
43	06	02	Loki	Ask Loki	A
43	14	01	Coldiron Mark	Formal Con (A)	F
43	18	01	Peery Larry	Profile: Dick Warner	F
43	19	01	Peery Larry	DIFCON Story (The)	F
43	22	01	Peery Larry	VarimARYCON	F
43	23	02	Peery Larry	DIFCON Society Meeting (The)	F
43	25	01	Peery Larry	Hobby Awards Ceremony	F
43	26	01	Peery Larry	Calhamer Wins!A Night to Remember	F
43	27	02	Peery Larry	Tournament (The)	F
43	32	04	Gurley Morgan	DIFCON XIX: My First Tournament Gms	F
43	35	05	Peel Ken	Results	F
43	40	02	Peery Larry	Profile: Malc Smith	F
43	42	01	Peery Larry	Press (The)	F
43	43	01	Peery Larry	Tape (The)	F
43	45	02	Hood David	DIFCON 86: We Venture Northward	F
43	47	02	Peery Larry	Headquarters Company	D
43	49	05		1986H S01-W01	D
43	54	04		1986Q S01-W01	D
43	58	02	Peery Larry	DW Naval Quiz Answers	M
44	07	01	Peery Larry	85-86 Report and Program	X
44	09	01	Loki	Ask Loki	A
44	10	02	Smith Malc & Bill Quinn	Convoy Paradox: Part 11 (A)	B
44	12	02	McCrumb David	Press in Diplomacy	M
44	14	02	Cooley Steve	How to be a Successful Futz!	F
44	16	02	Hood David	EIE Negotiations	F
44	17	02	Berch Mark	Dont Start the Game With Any Friends	O
44	19	05	Hurst Tom	Player Types in Diplomacy: Part III	P
44	22	02	Christie Hugh	Most Nerve Wracking Week of the Year	T
44	24	05	Holley Melinda Ann	England	S
44	29	01	Peery Larry	Milestone: Diplomacy Digest #100	X

13	39	03	Berger	Mark	Great Books: Imperial Diplomacy 1867	
14	35	02	Mateunas	Peter	Splitting the Russian Attack	T
14	37	04	Robison	Kate	His Master's Voice	A
14	41	05	Del Grande	Don	North American Diplomacy Board	M
14	46	01	Wilcox	Stephen	Rating Systems	R
14	47	02	Stafford	Dan	Player Ratings and Rated Players	R
14	52	01	Feery	Larry	Headquarters Company	D
14	53	04			1986H S02-W02	D
14	57	07			1986U S02-W02	D
14	64	04	Davis	Fred	Character Diplomacy	V
14	69	02	Davis	Fred	Analysis of the 1986-87 BBB	T
14	73	34	Feery	Larry	1985-86 Report/1986-87 Program	X
15	07	02	Walker	Rod	Stabbing of the Free World (The)	A
15	09	02	Bilienness	Simon	Brit in America (A)	X
15	11	03	Smith	Malc	How I See 'Em	X
15	14	04	Smith	Malc	True History of North America	X
15	18	03	Holley	Melinda Ann	Gary Coughlan:Our Man in Memphis	M
15	21	03	Coughlan	Gary	You've Got a Friend in Europe	X
15	24	03	Brown	Ronald J	Other American Hobby (The)	X
15	27	04	Smyth	Randolph	War At Sea	S
15	31	01	Feery	Larry	Between the Covers With Rick Sharp	X
15	32	03	Parr	Alan	Diplomacy in the United Kingdom	X
15	35	02	Nicoll	wallace	Prisoner of War of a DifferentSort	X
15	39	02	Caws	Derek	Look At British Diplomacy Magazine	X
15	41	03	Caws	Derek	Englishman's View of England (A)	S
15	44	02	Whyte	Nicholas	That Other Island of Dippy Flayers	X
15	46	02	Frew	Brian	Veni Vidi Vici	I
15	48	02	Arsenault	Charles	Parlez Moi de Diplomacy	X
15	50	01	Tuloup	Pierre	Ten Years Behind	X
15	50	01	Blennemann	Ulrich	Other Side of the Rhine (The)	X
15	51	03	Bouwman	Ivo	Canal Roots: The Dutch Story	X
15	54	04	Jacobs	Jaap	EUROCON 1986 Report	F
15	58	03	Franke	Thomas	EUROCON '86:A Different Perspectiv	F
15	61	01	Kraus	Sarit	Playing Diplomacy in Israel	X
15	62	02	Dunning	Larry	From Kalgoorlie by Satellite	X
15	64	01	Howard	Bob	Sumons (The)	A
15	65	01	Bailey	Brian	Give'em the Ax! In the Neck	X
15	66	06			1983X S07-W08	D
15	72	04	Feery	Larry	International Diplomacy Publicat.	X
16	08	02	Gaughan	PJ	There's Nothing Wrong with DIPCON	F
16	10	02	Feery	Larry	State of the Hobby 1986 (The)	X
16	13	01	Caws	Derek	Far From the Madding Crowd	X
16	14	01	Feery	Larry	Lafayette, We Are Here!!	X
16	15	01	Vilette	Henri	Things My Books Taught Me	X
16	19	02	Feery	Larry	DW Demonstration Games (The)	D
16	22	02	Feery	Larry	When Is Midgame?	S
16	24	02	Hood	David	Thoughts on the Midgame	S
16	26	04	Holley	Melinda Ann	Austria	S
16	30	01	Feery	Larry	Headquarters Company	D
16	31	08			1986H S03-W04	D
16	39	01	Hill	Ken	Electronic Diplomat	C
16	44	02	Hurst	Tom	Player Types in Diplomacy:Part IV	P
16	46	02	Hodgins	JC	Raiders on the High Seas	T
16	48	02	Hodgins	JC	German Variation of the 3 Fleets	S
16	49	02	Berch	Mark	Requesting a Season Separation	T
16	51	07			1986U S04-W05	O
16	51	01	Feery	Larry	Winston Churchill Variant	V
16	60	03	Hill	Ken	Computer Diplomacy	C
16	71	02	Nocella	Larry	Diplomacy Game Saver	M
16	74	02	Feery	Larry	Thoughts on Rating Systems	R
16	75	01	Walker	Rod	Nastiest Rating System Ever	R
16	76	04	Smyth	Randolph	Calhamer Point Count Rating List	R
16	79	03	Wilcox	Stephen	Dragon's Lair # 10	R
17	08	02	Berch	Mark	Ask the Hobby Historian #9	A
17	10	01	Berch	Mark	Unorthodox Openings #9	O

47 13 02 Engelhardt Thomas	I
47 16 02 Holley Melinda Ann	M
47 18 01 Lincoln David	M
47 19 03 Hood David	F
47 22 02 Hood David	F
47 24 03 Linsey Bruce	X
47 27 01 Feery Larry	X
47 29 04	D
47 33 03	D
47 37 03 Feery Larry	V
47 40 06 Davis Fred	V
47 46 02 Feery Larry	V
47 48 03 Pulsipher Lew & Fred Davis	V
47 51 04 Feery Larry	V
47 55 02 Feery Larry	V
47 58 02 Davis Fred	V
47 60 02 Lewis Martin	V
47 62 02 Hood David	V
47 64 02 Segal David	V
47 66 01 Robison Kate	V
47 67 05 Kane Thomas	V
47 72 06 Davis Fred	V
48 06 02 Feery Larry	V
48 08 01 Kane Thomas	M
48 09 03 Feery Larry	A
48 12 02 Berch Mark	G
48 14 02 Kane Thomas	V
48 19 01 Feery Larry	S
48 20 02 Hood David	S
48 22 08	D
48 31 04 Davis Fred	V
48 35 01 Feery Larry	D
48 35 06	D
48 42 01 Feery Larry	F
48 42 01	D
48 42 01	D
48 50 01 Woodruff Ken	F
48 51 01 Feery Larry	D
48 52 01 Feery Larry	D
48 53 01 Feery Larry	D
48 54 01 England Andrew	S
48 55 02 Clutterbuck Luke & A England	X
48 60 01 Walker Rod	X
48 61 02 McCrum David	M
49 06 02 Feery Larry	M
49 08 08 Cunliffe Frank	M
49 16 05 Maston Mike	C
49 21 01 Casey Les	C
49 22 05 Roundtable Discussion	V
49 27 02 McCrum David	V
49 29 03 Feery Larry	D
49 32 01 Verheiden Eric	D
49 33 06	D
49 43 03 Lewis Martin	F
49 48 01 Feery Larry	F
49 49 02 Heinowski Steve	M
49 51 02 Davis Fred	M
49 53 02 Berch Mark	M
49 56 01 Berch Mark	M
49 57 01 Feery Larry	G
Spring 1901	V
An Interview With Malc Smith	M
My Hero, Howard Christie	M
Dixiecon	F
DIFCON at MADCON	F
1987 Runestall Poll Results	X
Comments on the Poll and Stats	X
1986H S05-W05	D
1986 S06-W06	D
DW and Variants	V
Synopsis of Diplomacy Variants	V
Five Giants in Variants	V
Leadership Rule Module (The)	V
Variants in the Golden Age	V
Walker's Imperialism Series	V
What Do the Numbers Mean?	V
United Kingdom Variant Hobby (The)	V
Variant Gaming for the Dip Purist	V
2-Player Variant for Diplomacy	V
Asian Diplomacy	V
Interests of Trade	V
DUCOSIM Diplomacy Variant Package	V
1986-87 & 1987-88 Program	X
Diplomacy For Keeps	M
Four Faces of Jason	A
You Be the Gamesmaster	G
Bulletin Board Diplomacy	V
Coming to Terms With the End Game	S
Thoughts on the End Game	S
1986H S06-W06	D
273 BC	V
On Air Coryell Diplomacy & Everthg	M
1986Q S07-W08	D
Diplomacy: Something of a Horse Rce	F
1985A: Zwiiniks	D
1985HC: Krazny Oktyabr	D
Rulebook Controversy@PEERICON VII	B
When Is a Victory Not a Win?	F
An Ideal Game Cast List	D
Forecasting the End Game	S
From Australia by Way of England	X
1987 Australian Diplomacy Champshp	X
Essential Mark Berch: A Review	M
DW Variant Anthology: A Review	M
State of the Hobby Report 1987	X
Diplomacy in the XXth Century	C
Computer Diplomacy	C
PBEM Diplomacy	C
Variant Diplomacy	V
Bonboat Diplomacy	V
Feud That Almost Was...1986H	D
1986Q: Last Thoughts	D
1987U S01-W01	D
MANURCON 87 Summer in Birmingham	F
Proposal: Congress of Diplomacy	F
Boardman Numbers (The)	M
MENSA'S Diplomacy Special In Group	M
Ask the Hobby Historian #10	M
You Be the GM	G
Egyptdipology	V

# DIPCON XXII



FIND A  
WHALE OF A GOOD TIME.

AT DIPCON XXII  
SAN DIEGO, CALIFORNIA  
28-30 JULY, 1989.

For more information write:  
DIPCON XXII  
Box 8416,  
San Diego, CA 92102, U.S.A.

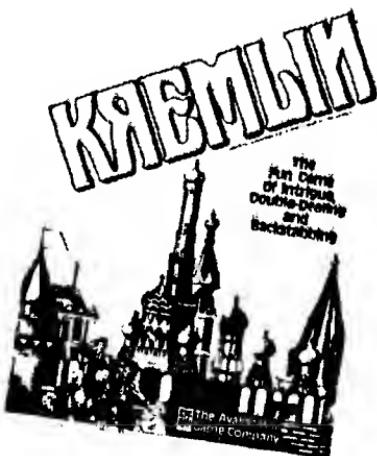
# WHO HOLDS THE DESTINY OF MANKIND IN HIS HANDS?

That man could be **YOU!**

It's easy enough to find out!

Play **KREMLIN**, the delightful satire of Soviet power politics! "Journey to Moscow" to experience first hand a humorous, behind-the-scenes look at the intrigue, double-dealing, backstabbing and outright paranoia that has characterized the Soviet Politburo throughout history.

**KREMLIN** is a satirical study of power politics in its rawest form. Here, **YOU** can plot your rise from the ranks of the people to Candidate and then on to the Politburo itself.



No one is safe in this diabolical game of power grabbing. Your staunchest ally may have one foot in a rival camp.

Here, you have the opportunity to prove to everyone how devious a person you really are. He who is clever enough to rise to the top truly holds the destiny of mankind in his hands.

Isn't it worth a trip to your favorite game store?

**KREMLIN** for 3 to 6 devious players, ages 12 and up.

**Only \$20** at better game stores everywhere. If not available locally, you may order direct, adding 10% for postage and handling (foreign add 30%).



## The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD 21214

For Credit Card Purchasing, call **TOLL FREE** 1-800-638-9292